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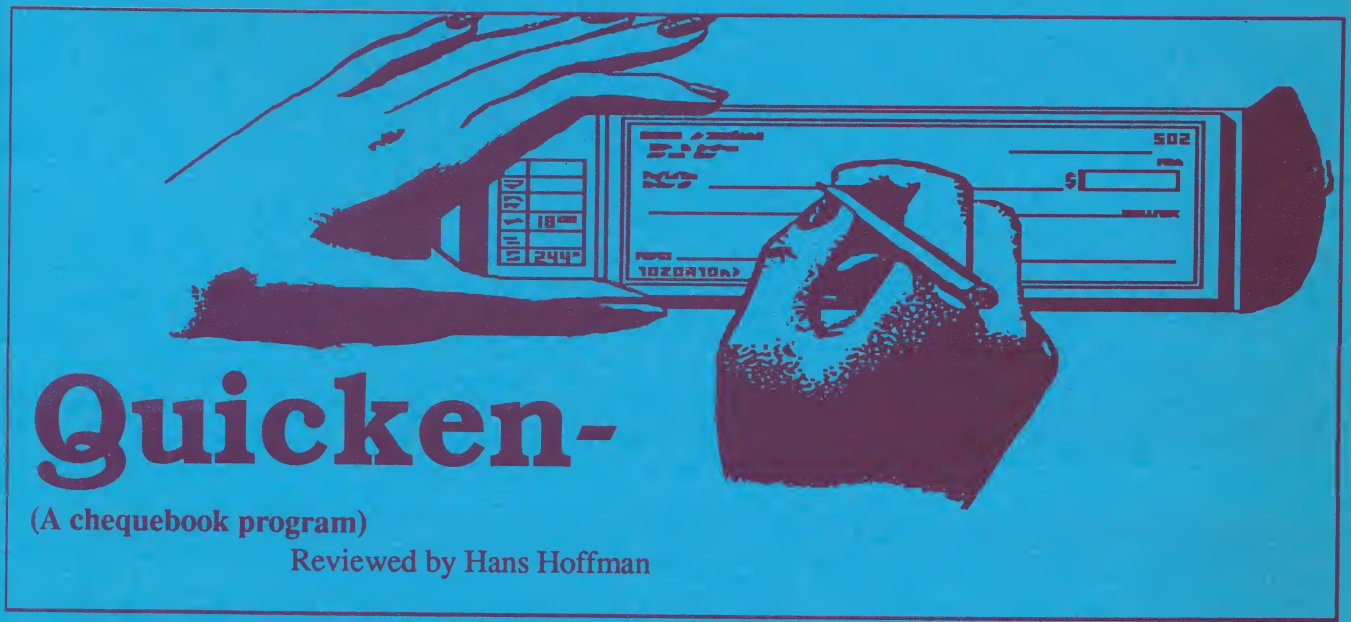

Quicken-

(A chequebook program)

Reviewed by Hans Hoffman

RRP $3.00

March 1990

The Publication of the

Apple User Group (Sydney)

Incorporated in N.S.W.

'Applecations'

the official publication of the
Apple User's Group
(Sydney) Inc.

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Editor:
Roger Perry
Assistant Editor:
Elizabeth Scott
Apple sub Editor
Andrew Roughan
489-1457
Contributing Editor:
Tony Szabo
Distribution:
Graham Clarke
Advertising:
John Paske

Postal Address:
77 Partanna Avenue
Matraville 2036
Phone: 661 8031

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VICE-PRESIDENT:	Jan Howley	(02) 953-3624
VICE-PRESIDENT:	Chris Nelligan	(02) 484-2230
SECRETARY:	Michael Bannigan	(02) 427-3640
TREASURER:	Peter Kazacos	(02) 790-6490
EDITOR:	Roger Perry	(02) 661-8031
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Membership Conv.:	Graham Clarke	(02) 958-2709
Apple Meetings:	Wayne Short	502-3063
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• Hard disk backup program Network Aware
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NOTE: *On Public Holidays, meetings will be held together on the alternate meeting date in that month.*

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6:00 - 6:30pm - Members Bulk Purchase Store is open
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7:30 - 8:00pm - Refreshments and Socialising
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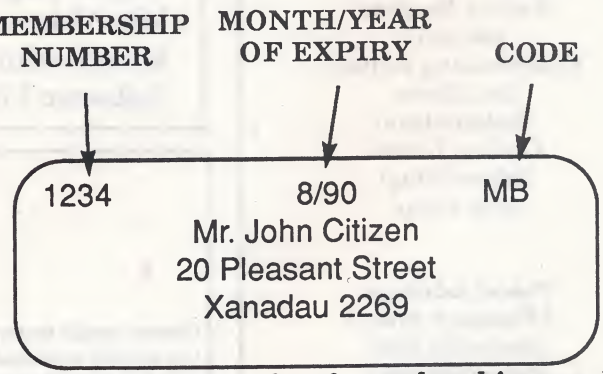

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APPLECATIONS

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The time has come, my friends, to ask for your assistance in the submissions you make to our magazine.

The many articles and reviews we receive are greatly appreciated

BUT I have no end of trouble with some of them!

I am afraid I must insist that you submit your reviews etc in the following manner:-

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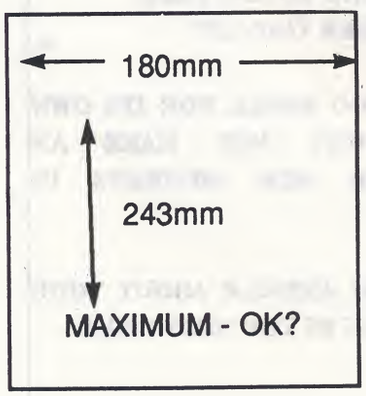

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THIS IS A GOOD ONE SO I"LL SAY IT AGAIN -
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3) DO NOT FORMAT YOUR ARTICLES - WE WILL LAY IT OUT TO SUIT THE SPACE WE HAVE AVAILABLE ON OUR PAGE ETC. JUST TYPE IN WHERE YOU WANT A SCREEN DUMP OR GRAPHIC TO GO AND WE'LL DO THE REST.

4) USE TABS NOT SPACES. YOU HAVE NO IDEA WHAT YOUR SPACES DO TO YOUR ARTICLE WHEN IT'S TRANSLATED BY US ESPECIALLY IF IT HAPPENS TO BE A HYPERCARD PATCH OR SOMETHING SIMILAR!!

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(OR WHATEVER!)
BUT
WHEN WE TRANSLATE IT YOUR TYPING LOOKS LIKE THIS

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,
**
_
> " GO NO W"
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LAST BUT THE MOST IMPORTANT

THE CLOSING DATE FOR ALL FUTURE APPLECATIONS IS THE 10TH OF THE MONTH

Anything submitted after the 10th will go in the next issue - sorry about that BUT that's the way it is as of NOW.

THE APPLE IIGS AND YOU! The past, present and future!

Written by Richard Bennett.

It's almost three years since my original review article on the Apple IIgs, and almost a year since the follow up. In this the fourth year of the IIgs' commercial existence, I thought it was about time I wrote yet another follow up.

Please keep in mind, the ideas, rantings and ravings of the following text is wholly mine and is in no way related to the ideals of Apple Computer Inc.

Although I have taken great care in my research, any misleading or incorrect statements are accidental, and I therefore hold no responsibility for anything said.

INTRODUCTION

Since the IIgs was released in September 1986 (three and a half years ago), we have seen many developments in the areas of software and hardware, each of which I will cover separately in the following sections. Other major issues to raise their heads include various debates on local software and hardware support, local developers, viruses, and above all, new machines.

THE 1986 IIGS

When I bought my IIgs way back in 1986, I was looking forward to an all singing and dancing super 6502 machine that ran at super speeds and could perform like a Mac (if you so wished!).

What I got in fact, was an all singing and dancing super 6502 machine that crashed at super speeds and could perform like a Mac if you could afford the software and hardware expansion costs.

Yes, the graphics were and still are incredible. Yes, the sound was and still is brilliant. Yes, the speed was very fast, although now it seems it is not fast enough. Ok, if I wanted a Mac, I'd bloody well buy one.

Compatibility was a major issue at the time, but has since disappeared. Many of the older Apple II programs simply did not work on the IIgs, or they crashed while running or while exiting the control panel. Many of the people I know (including myself), still had their //es and //cs setup next to the IIgs so they could run the stuff that didn't work. Fortunately, this is no longer a problem. Companies now make sure that their software is compatible with the IIgs, and in fact I haven't seen one non-compatible program for about two years now. (And hence my //e hasn't been powered on in just about as long)

When the IIgs was designed, the chip (65C816) could only handle a maximum speed of 2.8 Mhz. At first, this seemed to be ample. "Wow, Appleworks and Merlin run at super speed!". When desktop publishing and other Mac like applications started to appear (such as Appleworks GS - the snail), the speed problem started to rear it's ugly head. Great for Apple II users, but getting on the slow side for full Super Hires Mac type applications. Apple at that time couldn't respond, because the manufacturer of the chip (our old mate Bill Mensch) couldn't supply bulk with faster chips at a reasonable cost to the end user.

It was this toss up that unfortunately turned some IIgs users

The Apple Users' Group (Sydney) will be at the PC'90 Exhibition, March 6th through to the 9th.

The exhibition is huge (two halls)! Come and see us at the stand enjoy all the excitement that these shows generate.

The exhibition will be held at Darling Harbour. Our Stand number is 1047 in Hall 4 (near the Kiosk).

If you would like to help out either by "manning" the stand or anything else, contact Jan Howley (ah: 953-3624) before 6/3/90.

away. Apple had to decide, and did so correctly, between two choices; a 2.8 machine (nearly three times faster than the then current Apple //e) at a price most people could afford, or a super fast machine designed with Mac type applications as it's mainstay at an excessive cost to the user. The conclusion? Until now the 2.8 Mhz restriction has sufficed, but to compete with the last //c (internal 3.5" drive and 4 Mhz 65C02), something had to be done. Apple, in there usual wisdom, have called once again on third party developers for the answer, which I will discuss later.

Aside from the rumours of a new graphics mode, developers still seem to impress even the most fanatical enthusiasts. The non-interlace mode of the Super Hires screen as well as the palette layout of the colours have been the two main strong points. With the release of the Sierra Online and Icom range of adventures and the Activision and Mindscape latest games, the call for higher graphics resolution has all but disappeared. The 640 x 200 pixel mode is high enough for most desktop publishing and cad applications, although the 200 vertical limitation is starting to create waves within the industry. Considering the Apple II standard hires of 140 x 192 colour, and that the Super Hires screen is in fact physically longer than the standard hires, the vertical resolution could be improved somewhat. Yet the IIgs graphics still seem to amaze us all. If you were at the November meeting of the AUG, you would have seen the latest version of The Graphics Exchange (by local developer John MacLean) displaying GIF pictures. It basicly blew away everyone present!

The sound of the IIgs is driven through a 32 channel ensoniq synthesizer chip, which was then quickly sussed out and used by the Mac people. Apple now have their own sound chip, which is yet to be used in the IIgs. At last, the power of sound, and the IIgs sound in particular, is starting to be recognised. Even the mono jack on the back of the IIgs is now stereo (although the output is still mono).

My last two reviews couldn't really make a decision on the IIgs keyboard. Originally, I preferred the //e keyboard, and then the IIgs and Mac II keyboards. Well now I actually use a Mac II keyboard (yes you can get them from a dealer), and prefer it over all the others. It actually has side rests, and a proper keyboardy feel.

Although the IIgs keyboard is still faster (yes, Mac owners can buy them from a dealer), it is too plasticy (such a word?) and light for long hours of proper typing.

SOFTWARE

The IIgs software base came through two major splurges during it's relatively short history. The first being the wave of pre-release software developed before and slightly after the IIgs' original release. These packages all showed off the tremendous power of the latest member of the Apple II family. The second wave came with the release by Apple of GS/OS.

Many third party products were actually held back until it's release, which seemed to be delayed by Apple for various reasons for a couple of months. Now, IIgs software is appearing faster than ever before.

Considering the graphics and sound of the IIgs, and it's education history, it's no wonder that most of the software coming out now is either educational, or games oriented. However, if the current trends in speed and storage continue, the IIgs should see some pretty powerful productivity stuff soon.

HARDWARE

The obvious improvement here, as I mentioned before, is in the area of accelerators. With Applied Engineering, Zip, and Rocket (R.I.P.) all bragging 10 Mhz chips, it's a wonder that Apple still slogs away with it's measly 2.8. After using Cameron's (Cameron Brawn - BBS sysop) 6 Mhz Transwarp for a weekend, I finally realised what all the fuss was about.

If your applications do a lot of invisible work (calculations, manipulations etc), then you sure can notice the difference. However, if you're simply using Finder and a few screen oriented programs, then System 5 is really all you need. After using the Transwarp for a weekend, I'm still running at the standard 2.8 under System 5.

Rumours of 20 Mhz and greater are starting to appear as well now, so maybe by the end of 1990 I will have a faster machine, however I don't think Apple can actually hold out much longer without doing something about it. Apple's line so far has been "We'll do the software and disk stuff, you guys can do the processor!". It took them 4-5 years to make a 4 Mhz //c, but considering the work

now going into the IIgs (apparent from System 5 and the Apple statement of supporting the Apple II until at least 1995), this shouldn't be as long with the IIgs.

Hard disks. Gone are the days of 5 megabyte hard disks. In the last couple of years, hard disks have really taken off, with the average size currently at about 60-80 megabytes. CMS and other developers are now marketing drives of up to 300 and 600 megabytes. Apart from the fact that no-one has a phone list that big, it is quite astounding to compare that with the Apple 5 megabyte profile (slofile) of 1983. Not only is it larger storage, but it is also a faster transfer rate, and it's physically smaller in size. I currently have a 100 meg drive (I spend most of my time trying to fill it up, but you can only write so many programs and letters), which flies at some incredible speed which gets close to rivalling my RAM disk, and it's no where near as leading edge as some hard disks I've seen. Yep, hard disks are now a part of life, although with the way optical media in general is currently going, they may not be here for much longer!

WHAT TO READ

Various magazines have come and gone throughout the years, but which ones are the ones to read? With the down fall of Softalk magazine in 1985, quite a few magazines have taken that in their stride and carried on. Softalk was the definitive magazine for Apple II users/enthusiasts, which during it's heyday was known to contain up to and over 350 pages per issue. Considering that it was a monthly magazine, this is quite staggering considering that Byte magazine (covering all types of computers) currently reaches the 300-450 page mark. Softalk started quite a few institutions, these being;

"Assembly Lines" - The Assembler Language column by none other than Roger Wagner. The book of the column was available after a while, and was called "Assembly Lines the book", which quickly became the definitive book for learning assembler.

"Graphically Speaking" - The graphics column by Mark "Penguin Software and graphics magician" Pelczarski.

"DOStalk" - By Bert "Beagle Bros. DOS BOSS" Kersey.

Now to each of the Apple II only magazines;

"A+" - It used to cover the Apple II and the Mac, but sensibly dropped the second one due to lack of interest, and due to it being purely a toy for illiterate users. The number of pages has come down in the last two years and is now standard at about 100-150 pages.

"InCider" - Now merged with A+ to form the biggest Apple II magazine currently available. InCider has always covered just the Apple II range.

"A2 Central" - Used to be called "Open Apple". The brain child of Tom "Beagle Bros." Weishaar. Each monthly issue contains roughly 8-10 pages crammed full of news and letters on the Apple II world. If you wish to stay abreast of what's happening in the Apple II world without the slant of a journalist, subscribe to A2 Central. The size of each issue is surely deceiving as to how much information is crammed inside.

"The Sourceror's Apprentice" - A successor to "Apple Assembly Lines", and concentrates on Assembly Language programming only.

"Apple IIgs buyers guide" - A quarterly publication listing all the IIgs products currently available from retailers.

"Reboot" - A monthly newsletter concentrating on Applesoft programming.

"Nibble" - A programmers introduction style of magazine paying attention to all the Applesoft programmers/users of the world.

"Compute's Apple" - More or less a beginner's guide to the Apple II. Although some of the articles are quite technical, it's main niche is the education and home market. Compute also release books on many Apple topics, one being "Compute's guide to the IIgs toolbox"

"Hardcore" - Starting out as simply a newsletter detailing how to crack (remove copy protection from) programs, it has expanded over the years into magazine format with not only cracking details, but many technical articles on the more advanced topics of the Apple II range, including unfortunately, piracy. It seems to sell only by subscription in Australia, and in most areas Hardcore is a dirty word and instantaneously associated with software pirates.

And now a few of the various general computer magazines that contain Apple II sections;

"Your Computer" - When You Computer first came out (with Peter Sandys as editor of the

"Your Apple" column), over 50% of the magazine was dedicated to the Apple II. This gradually started to decrease as the microbee, BBC, Amstrad and IBM machines took over. These days, if you're lucky, you can find a one or two page article in the back entitled "Your Apple II" or "Your Apple IIgs". Your Computer's almost total MS-DOS dedication has been it's downfall as far as non-MS-DOS users go, and most of the original subscribers no longer bother with it. Your Computer is known in the Apple world as "Your IBM". If you want to cover the Australian computer industry in general (or in MS-DOS as the case may be), then this is the one for you. Peter Phillips, who writes for the Apple II section, must surely be dedicated. For this, Peter we thank you.

"Australian Personal Computer" - APC was one of the first Australian computer magazines. It never concentrated too much on one particular variety of machine, and because of this never really made number one. As far as I know, APC is still going, but I don't know how the Apple II coverage is handled. (Anyone else fill us in on this?)

Deceased magazines;

"Softalk" - Of course.

"Australian Apple review" - Locally produced and edited by none other than Gareth Powell. The copy was printed on a lazerwriter, and hence the magazine had a very homely feel. It covered most of the issues concerning the Australian scene, and the very products that were available here. Never a very technical magazine, but great to keep in touch with the local scene. All this was funded personally by Gareth Powell, but was dumped a year or so ago because it couldn't support itself.

"Apple assembly lines" - An assembler programming only magazine. Rather small in size, but technical content was quite significant. Almost an underground magazine for Apple II hackers, but unfortunately no longer exists.

Of course the various Apple computer clubs around the world also produce their own monthly magazines, of which the AUG is no exception. For information on magazines by other clubs, contact the AUG on one of the numbers listed in the front of Applecations.

WHERE TO GO, WHO TO SEE

Interest in the IIgs has seemed to increased in the last year or so, and this is reflected in the number of hardware and software packages now becoming available. The user base seems to be now split up into a couple of major groups; Education (School and home), Personal productivity (Apple II users from way back, or purchases recommended from current owners), and Enthusiasts (Ever since 1976, these people have just loved to hack out the inner workings of each new Apple II).

The AUG holds a GS special interest group, which at times has a greater attendance than the Apple II main meeting. The GS sig covers new software and hardware releases, demonstrations of many of these new products, problems users have experienced, news of the industry in general, and close links with various dealers, suppliers and developers. If you have a particular problem with the use or understanding, or even programming of the IIgs, chances are that someone in the sig can help.

The GS sig meeting is held on the first monday of each month at Sydney University. (Where the usual AUG Apple II main meeting is held on the second Monday of each month)

LOCAL DEALERS

Dealers have come and go during the past couple of years, but many have stayed, with name changes or smudges on their reputations. The problem still being the lack of software being supplied by these dealers, and the Apple II experience of the employees. However, there are dealers out there with a genuine Apple II background, and once you've found them you'll never look back.

Imagineering have recently sold off their Apple II interests (stop cheering please!) to Ozi Soft (coming back into the Apple II arena?) and GS Sales and Imports (part of Terry Cass' IIgs community).

Greyware is becoming a pretty hot issue now, with a new local dealer called Two Series Software attempting to sell software and hardware at reduced (more realistic) prices. And of course we still have Techflow and Dataflow supporting the Apple II as importers and distributors.

LOCAL DEVELOPERS/ENTHUSIASTS

Local developers are starting to spring up everywhere these days. So much so, that the Australasian Apple Programmers and Developers Association (AAPDA) is now running meetings in Sydney (at their offices on the second

Tuesday of each month), helped out by AAPDA and Apple employees. Also featuring quite a few developers, is the GS sig of the AUG.

The first Apple developer conference in Canberra during 1987, turned up very few IIgs developers. Peter Sandys' total commitment to the product was one of the main strong points of the breakout sessions, but he was unfortunately moved to Apple Inc. state side shortly afterward. The second, in 1988, actually featured quite a few IIgs developers, but most from the 1987 effort didn't attend due to both lack of interest the first time, and the rather high expense of spending a long weekend in the blue mountains.

This left Frank Revell to refuel the IIgs fire, a role which he fitted into perfectly.

The two main events of the past year, were the Apple user group convention in Manly during April (thank you Frank), and the Apple II developers conference (again in Manly) last August organised by Godfrey Gamble and Co. in his new position at Apple (thank you Godfrey). The next big event, is the 1990 Apple user group convention which, knowing Frank, should be even bigger and better than the last.

THE NEW IIGS

Finally, the new IIgs was released. But, it wasn't REALLY what we were all expecting, was it? If you believed the various rumours, we were about to get a super charged 8 Mhz IIgs with built in 3.5" superdrive, SCSI port, 640x400 graphics, 4 meg on board, and at a cost of only about $3000.

What did we get? Well, it had more memory (1128K). It had more features for programmers. And more importantly, it had a larger percentage of the System 5 tools in a ROM that was double the size of the last machine. For users, the question still remains: What did Apple actually spend two years doing? If you're a programmer, then you know the obvious answer.

The tools and improvements implemented in System 5 were incredible. Timings between System 4 and System 5 were unbelievable. You can actually check out some of the enhancements by using the new Control Panel NDA from Finder, as it actually uses a lot of the newer tools. Overall how-ver, the main enhancements have been invisible ones. On closer examination, you can tell that Apple definitely has something in mind for the IIgs, and if you think the current System 5 is powerful, then you'd better think again.

SUMMARY

The IIgs is finally coming through the rough waters as far as user support is concerned. The future of the machine is starting to look a lot rosier.

The beginning of the Apple II developers conference seemed to be marking the death toll of the Apple II, but after a weekend of talking to other developers, and more significantly the engineers who actually came out from the US, most people came back with a breath of fresh air.

As I mentioned in the last article, the future of the IIgs is totally dependent on the support of it's user base, and as such it's up to us to keep the thing alive. I am yet to meet a IIgs owner who was not happy with his machine, yet we all hear constant complaints.

Everyone complains about the IIgs and it's limitations, yet few people actually put their money where their mouth is and get rid of it. Why? Because it still does things other computers only dream of, and even the most mundane computer tasks only much better, and with more style and class than any of it's competitors!

Apple enthusiasts have always been the lucky ones. What with their memory restrictions, speed restrictions, storage restrictions etc etc etc... whilst the IBM world constantly complains about all of the above. Well now it's our turn to face the music, and I think we, and Apple, are finally ready to take the Apple II seriously! Bring on the next decade!

Sound Sampling on an Apple][,][+,//e.

Written by John MacLean,
technical assistance by Richard Bennett.

With the recent introduction of the Apple IIGS there has been much interest in sound sampling and digitising. I was recently surprised by the quality of some digitised sound generated on a //e, so I uncovered my old][+, borrowed a drive off my GS and went to work.

The sound is sampled through the old cassette port so if you have kept your cassette leads over the years they may finally get used (again). The sound is played back through the internal speaker, so all you need is a cassette player or a CD for better sound quality. With the routines I will present here, you can achieve about 30 seconds of digitised sound in a 48K machine. The routines are written in assembler, but you can type them and enjoy them without knowing how they work.

The routines are surprisingly simple:

The cassette-in port (location $C060) changes sign (the high bit changes) whenever there is a change in the electrical signal coming from the external sound. If the speaker is clicked every time the external signal changes, the sound is reproduced. This leads to the first program:

```
LOOP1   LDA   $C060   ;Loop until the cassette-in goes
        BPL   LOOP1   ;negative.
        LDA   $C030   ;Click the speaker.
        BIT   $00     ;Waste 3 machine cycles.
LOOP2   LDA   $C060   ;Loop until the cassette-in goes
        BMI   LOOP2   ;positive.
        LDA   $C030   ;Click the speaker.
        JMP   LOOP1   ;Keep going
```

This short routine takes the signal straight from the cassette-in port and reproduces the sound on the internal speaker. Note the BIT $00 instruction to waste 3 machine cycles - all loops should be the same number of machine cycles for the best quality sound reproduction. This routine is useful for adjusting your volume (and equalising if you have the equipment) to produce the best quality sound.

Now what is needed is some way of recording the signal from the cassette-in port so the sound can be replayed later. The next routine does that recording:

```
••••••••••••••••••••••••••••••••••••
CASSETTE PORT TO MEMORY PRGM
WRITTEN BY JOHN MACLEAN 1987
••••••••••••••••••••••••••••••••••••
     LST  OFF
••••••••••••••••••••••••••••••••••••
     ORG  $8000
••••••••••••••••••••••••••••••••••••
*ZERO PAGE LOCATIONS

BUFF   EQU  $06
ZPAGE  EQU  $08
••••••••••••••••••••••••••••••••••••
*HARDWARE PAGE LOCATIONS

CASSPORT EQU  $C060
••••••••••••••••••••••••••••••••••••

*SET UP THE BUFFER

START   LDA  #$00
        STA  BUFF
        LDA  #$08
        STA  BUFF+1
        LDY  #$00

* FILL BUFFER WITH ZEROS TO ALLOW FOR
TIME OUTS

        LDA  #$00
ZLOOP   STA  (BUFF),Y
        INY
        BNE  ZLOOP
        INC  BUFF+1
        BPL  ZLOOP

* RESET THE BUFFER

        LDA  #$08
        STA  BUFF+1
```

```
* LOOP HERE UNTIL CASSPORT BECOMES
POSITIVE

MLOOP0  PHA                     ;3
        PLA                     ;4
MLOOP1  LDA   #$01              ;2
MLOOP2  LDA   CASSPORT          ;4
        BPL   PSAVE             ;2+
        BIT    ZPAGE            ;3
        INX                     ;2
        BEQ   MSKIP             ;2+
        JSR   MDELAY12          ;12
        JMP   MLOOP2            ;3
MSAVE   TXA                     ;2
        STA   (BUFF),Y          ;5+
MSKIP   INY                     ;2
        BNE   MLOOP0            ;2+
        INC   BUFF+1            ;5
        BPL   MLOOP1            ;2+
MDELAY12 RTS

* LOOP HERE UNTIL CASSPORT BECOMES
NEGATIVE

PLOOP0  PHA                     ;3
        PLA                     ;4
PLOOP1  LDX   #$01              ;2
PLOOP2  LDA   CASSPORT          ;4
        BMI   MSAVE             ;2+
        BIT   ZPAGE             ;3
        INX                     ;2
        BEQ   PSKIP             ;2+
        JSR   PDELAY12          ;12
        JMP   PLOOP2            ;3
PSAVE   TXA                     ;2
        STA   (BUFF),Y          ;5+
PSKIP   INY                     ;2
        BNE   PLOOP0            ;2+
        INC   BUFF+1            ;5
        BPL   PLOOP1            ;2+
PDELAY12 RTS
```

The time interval between each change in sign of the cassette-in port is recorded sequentially from $0800 to $8000 in main memory. This is done by incrementing the X register each time the port is tested and unchanged. When it finally changes the X register is buffered. The routine consists of two almost identical smaller routines. These routines could be combined into one general routine, at the cost of about 10 machine cycles. The faster the loops, the higher the sampling rate, and thus the sampled sound is of higher quality. The unusual coding ensures that the number of cycles between each sampling of the cassette-in port is the same regardless of the branches taken.

The sound is now recorded (at 28 machine cycle intervals) and must be played back at exactly the same speed. This is achieved by decrementing the buffered values and clicking the speaker once they become zero. In this way, the intervals between speaker clicks will be the same as the intervals between changes of sign of the cassette-in port during recording. The following code plays back the sound as described. It uses unconventional techniques to get the loops down to 28 machine cycles each so the sound will be accurately reproduced.

```
* MEMORY TO SPEAKER PROGRAM. *
* WRITTEN BY JOHN MACLEAN 1987 *

        LST  OFF

        ORG  $8200

* ZERO PAGE LOCATIONS

BUFF    EQU  $06
ZPAGE   EQU   $08

* HARDWARE PAGE LOCATIONS

SPEAKER EQU  $C030

* SET UP THE BUFFER

START   LDA   #$00
        STA   BUFF
        LDA   #$08
        STA   BUFF+1
        LDY   #$00
        JMP   LOOP1

* READ THE NEXT BYTE FROM THE BUFFER

LOOP0   INC  BUFF+1     ;5
```

```
        BMI   DELAY12 ;2+ (ALL DONE ?)
LOOP1   LDA   (BUFF),Y ;5+
        TAX             ;2
        DEX             ;2
        BEQ   SKIP1     ;2+

* CHECK FOR ZERO (TIME OUT) AND HANDLE SEPARATELY
* OTHERWISE DELAY 28 CYCLES TIMES THE VALUE IN THE X
* REGISTER

        CPX   #$FF      ;2\ (WAS IT A ZERO BYTE ?)
        BNE   DELAYX    ;2+
        JSR   DELAY12   ;12
        JSR   DELAY12   ;12
        NOP             ;2

* DELAY ((254 * 2) + 1) CYCLES

        DEX             ;2
LOOP3   JSR   DELAY12   ;12
        BIT   ZPAGE     ;3
        BIT   ZPAGE     ;3
        BIT   ZPAGE     ;3
        NOP             ;2
        DEX             ;2
        BNE   LOOP3     ;2+

* GO AND INCREMENT THE BUFFER POINTER BUT DO NOT CLICK
* SPEAKER

        JMP   SKIP2     ;3

* USE UP THE REST OF ANOTHER 28 CYCLES TIMING IT SO WE CAN
* BRANCH TO THE REST OF THE LOOP COMPLETING 56 (2 * 28)
* CYCLES
* ON QUEUE. IF X WAS GREATER THAN 2 THEN DELAY 28 CYCLES FOR
* EACH REMAINING DECREMENT OF THE X REGISTER
DELAYX  JSR   DELAY12 ;12
        BIT   ZPAGE     ;3
        NOP             ;2
        NOP             ;2
        DEX             ;2
        BEQ   SKIP1     ;2+
* THIS ROUTINE WILL DELAY 28 CYCLES TIMES THE X REGISTER
* NOTE THE NOP MAKES UP FOR THE PREVIOUS BRANCH NOT BEING
* TAKEN (1 CYCLE) AND THE LAST BRANCH OF THE DELAY LOOP NOT
* BEING TAKEN THE LAST TIME THROUGH THE LOOP (1 CYCLE)

LOOP2   JSR   DELAY12 ;12
        BIT   ZPAGE     ;3
        BIT   ZPAGE     ;3
        BIT   ZPAGE     ;3
        NOP             ;2
        DEX             ;2
        BNE   LOOP2     ;2+
        NOP             ;2

SKIP1   LDA   SPEAKER   ;4
SKIP2   INY             ;2
        BEQ   LOOP0     ;2+
        BIT   ZPAGE     ;3
        NOP             ;2
        JMP   LOOP1     ;3
DELAY12 RTS
```

Once you have recorded your favourite musics, try modifying the routines. Possible modifications are:

Slow down the recording program (add some NOP'S) and the sound will play back faster.

Slow down the play back program and the sound will play back slower.

Modify both the recording and playback routines to increase the recording time. Use the following buffers so the tests can be BEQ, BMI, and BPL at the end of the buffers:

Main memory : $0800 -> $7FFF,
$BFFF ->$8000,
$D000 -> $FFFF (on the language card),

Aux memory : $0800 -> $7FFF,
$BFFF -> $8000,
$D000 -> $FFFF (alternate language card).

Write a routine to play the sound in reverse (or just reverse the recorded buffer).

Happy sampling, and there's no need to feel left out if you don't own a GS.

SONIC BLASTER REVEALED

By Chris Nelligan.

Applied Engineering are infamous for their high quality products for the Apple II range of computers, and their add-ons for the IIGS are coming thick and fast. One of their latest is the SONIC BLASTER, a stereo playback and recording card.

Every Apple IIGS has an Ensoniq digital synthesizer sound chip in it, this chip is used by professional musicians and studios to compose, synthesize and analyze up to 15 voices simultaneously.

As you would know, most applications on the IIGS take advantage of this sound chip producing unbeleivable sounds. PBI software were one of the first.

The IIGS only produces a mono output from the socket at the back of the computer not unleashing the real sound. That is where stereo cards come in.

The Sonic Blaster plugs into a slot inside your computer and a cable is also connected to the stereo connector. The card is a phantom card (ie: you don't have to select 'your card' in the control panel).

All you do then is plug in your external speakers to the jacks on the rear of the card, and presto out come amplified stereo sounds from your Apple IIGS.

Programs like Thexder, Silent Service, Alien Mind, Tomahawk, Music studio and so on now come to life.

The Sonic blaster also allows you to digitize your own sounds using a Record player, Tape player, CD player, TV, Video etc into the computer. Recordings can be made in either channel 1, 2 or both. This produces high quality sounds which can be played back at any time.

Software is included which allows playback and recording of sounds. An oscilloscope helps you to set correct sound levels and clean up the sound.

The software also allows you to distort, echo, repeat, speed up, slow down, copy, paste your sounds together. Sound files are saved to disk in just about every format including Apple's Audio Interchange File Format as used in the IIGS and the MAC.

My friends and I had a lot of fun recording our own sounds.

We used a CD player and a microphone, the results were great. Surfing with the Alien, Learning to Fly and Sweet Child of Mine never sounded so good. With about 800k of free RAM you can record 22 seconds of sound.

I saved about 15meg of recordings to my hard disk. Playing back sounds at a later date is great fun, especially if you have a start up file during GSOS boot. The only problem was getting the right connecting plug for the card, instead of using an RCA connection, it uses the small connection like the headphone jack on the rear of the computer.

Another great feature of the software was its ability to cut and paste sections of sounds.

The time elapsed to perform the special effects was substantially faster than other programs such as FutureSound.

Summing up. Since having the Sonic Blaster in my computer, it is hard to go back to a machine which is not producing stereo sounds.

The Software was great fun to use making my life easy. Digitizing was not at all that difficult, and in the future I will use these sounds in my own programs.

Sonic Blaster is available from Two Series Software for $195. This is a good price considering it is an Applied Engineering product. The one card does both the playback and the recording. Lots of sample recordings are included with the package, with a easy to follow manual. Good software with stereo recording samples are included.

Sonic Blaster courtesy of Powertechnik.

Disk Disintegrater Deluxe

A Review.
By Grant Kwai

One of the best disk compacting programs available on the Apple // series is a Shareware program called Disk Disintegrater Deluxe. The programmer is an American by the name of Louis Roy and he asks for a small fee of $US29.95 for his work.

You may now ask, "What use is this program to me?". Well, to answer that question, ask anyone with an Apple // and a modem. They will be quite aware of the power of this program. It has the ability to pack a non-protected 5.25" or 3.5" disk into a small compacted file. This makes life much easier when transferring files over a modem, by reducing the transfer time, and hence cost for STD calls.

To all the other Apple // users, this program can still be of benefit. If you are lucky enough to possess a hard drive, you can pack your standard floppies onto your hard drive, saving you approximately 40% of your hard drives space.

All you will then need to do is unpack the programs that you want and you'll be on your way! Another way would be to pack your disks, then store them on a tape backup unit, which can be run on an IBM, Macintosh or others, as long as you transfer the file onto that particular machines environment. All the data is safely stored in the file so it is possible to save these files on another type of machine then "bring them back to life" on the old trusty Apple //.

To pack a disk, it is a simple procedure of following the prompts. DDD is fully menu driven. You can pack disks to any drive available, even Ram cards if there is enough space. The program itself requires a minimum of 64k. If you have 128k, then DDD will make use of this as a 59.4k buffer to store and retrieve the compacted data.

If you possess a //gs, DDD can be configured to take full advantage of the extra memory. Also, if you have a Zip Chip or some other form of an accelerator, it also has the option of changing the speed of the machine (ie in Mhz). The use of the mouse is also optional.

DDD only took about 2-3 minutes to pack a standard 5.25" ProDOS disk, that was completely full, and managed to shrink the original disk to about 63% of its original size.

DDD also allows the user to enter a small message at the beginning of each packed disk stating something which the packer has chosen. This information is stored with the final packed data. For example, it might say who packed it and when it was packed, with some other brief instructions. This information is re-displayed by DDD whenever that data is unpacked in the future.

Not only does it pack and unpack a disk, but is also contains other functions such as formatting disks, typing text or Appleworks Word processor files, renaming files and volumes plus many more.

There has obviously been much work put into this piece of software, and if you can, get a copy and try it out as it would be well worth your time and effort. You can find the latest version, D.D Deluxe 5.0, on most bulletin boards and in most public domain Libraries.

Unfortunately, the documentation disk which is supposed to come with this program doesn't seem to have made it into Australia. DDD is fully menu driven so documentation is not really required. However, documentation for the older version, V4.2, is available if required.

DDD is available for downloading from the Apple // BBS.

Little BITS

By Andrew Roughan

■ Well, what a great response last month's issue received! The article concerning the "new" Apple ///e and ///e+ caused quite a bit of stir. This article was in fact a humorous, farcical account. Unfortunately a few of our newer members were mislead. I apologise for that and I undertake to reproduce the entire article in future!

■ I now have my new GS and I have to say that it is a wonderful machine. One statement I made in the last magazine, concerning the new machine, was that there was 1.25 MB of on board RAM. This is incorrect, there is only 1.125 MB.

My only disappointment so far has been that I cannot run that fantastic graphics and sound demonstration program, NUCLEUS, because the authors have used ROM incorrectly for the new machine.

■ February's GS SIG was a very entertaining meeting. The main demonstration was of a MIDI system, comprising ROLAND keyboard and MasterTracks Jnr software, given by John Paske. Attendees actually saw the new GS and the differences in the machines were pointed out.

Various hardware issues were discussed. Speed up hardware - ROCKET chips perform well if you can get them

- TRANSWARP cards perform very well also.
- ZIP chips had a high failure rate and were not recommended

Various Hard drives and tape drives were discussed. Three attendees offered their 60MB CMS hard drives for sale. They are buying 100 MB replacements!

The demise of Call APPLE was lamented. Also the current problems of SEAHORSE were mentioned.

■ Frank Revill is no longer Marketing Manager for Apple Computer. He now holds the prestigious position of Customer Development Manager and can now "officially" support the A.U.G. Keep up the great work Frank.

■ Two American publications, A2 Central and Sourcerors Apprentice, were hailed as very good investments.The latter is the only known regular Apple // technical publication besides Apple's own Technical Notes. The addresses for these publications are:

A2-Central: A2-Central
PO Box 11250, Overland Park, Kansas 66207. Ph 913-469-6502
Sourcerors Apprentice:

Ariel Publishing
PO Box 266, Unalakleet, AK 99684, Ph 907-624-3161

■ After last month's review of Appleworks v3.0, I thought a few prices may be of interest.

Appleworks v3.0 is available from Dataflow RRP $375. Dataflow are offering upgrades from all previous Appleworks versions. Send them the front cover of your Appleworks Reference manual, together with $119.95 and $8 for postage & packing. Please state whether you need the 3.5" or 5.25" version.

Dataflow also handle the TimeOut application upgrades. Send them your original disk and $15.95. It is recommended that you call Dataflow to find out whether a TimeOut upgrade for your title is available yet or not.

Dataflow Computer
Services Pty Ltd.
134 Barcom Ave
Rushcutters Bay NSW 2011
02-331-6153

■ A new AE Expander revision for Appleworks v3.0 is due for USA release in February or early March. Expect it out here shortly after that.

■ Here are two questions I received about Appleworks v3.0. There were some others, but I am told the answers can be found in the Appleworks reference manual.

Q Old files from Appleworks v2.0 have boldface continuing now where it shouldn't be. What's going on?

A V2 automatically stops Boldface when it encounters a linefeed. V3 doesn't. Therefore to fix your problem, make sure each boldface begin command corresponds with a boldface end command.

Q Can anyone tell me how to make a permanent change to the default options on the wordprocessor?

A Use SuperPatch. Unfortunately I wasn't able to find out where SuperPatch was available from. Does anyone know?

■ Upgrades for Applied Engineering GS RAM and GS RAM+ cards, so that they will work with the new Apple //GS, are now available. Revisions A & E GS RAM and revisions A & D GS RAM+ can be upgraded with a $30 Pal chip exchange. The upgrade for revisions C & D GS RAM involves sending the card back to AE in the States. Contact Two Series Software (02) 606-9343 for details.

OK, I KNOW.
It was called the Apple II developer's conference, but the IIGS was centre stage the entire time, and the 'other IIs' didn't really get a look in. Odd, you may say, when the installed base (Apple's jargon for total number) of IIes far exceeds that of the IIGS.

IIGS DEVELOPMENTS

By Peter Phillips

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But, I can assure you the IIGS is currently Apple's most highly supported computer and this conference, held at Manly in October 1989, was yet more proof of this. Printing lead times mean you don't get to read about it till January 1990, but better now than never! Here's an overview of the conference, as well as a brief look at some locally produced, commercially available IIGS products that were on show.

The conference was for developers only, and around 60 such individuals paid their money to attend the two day event. They came from Sydney, Perth, Melbourne, Queensland and Canberra. Apple Australia organised the event, and were able to convince Apple Inc. (USA) to send three of their front liners to present talks to the group. The conference was mainly that... talks and presentations, by both the US visitors and local developers. I attended, as a developer, presenter and reporter, and came away more enthused about the IIGS than ever before. The Apple magic is far from dead - in fact I got the clear impression that the excitement of the early days is returning, evidenced to some extent by the presence of a number of very young developers.

Although all sessions were interesting, the most awaited were those presented by the US visitors - information that was given without hype, but with much humour, intelligence and honesty. These guys knew what they were on about and didn't mind sharing it. There were many highlights and I'll try and condense them.

The first speaker was Jonathon Fader, Manager of the Education and Multimedia Evangelism Group. It seems, according to Fader, that Apple is experiencing very little competition from the IBM Dos stable when it comes to computers in education. At least in the US the trend is clear, Apple IIe and IIGS computers are in schools covering kindergarten to Year 12, with Macintosh systems in higher learning institutions.

And Apple aren't about to let go of this. They recognise the seeding potential this strategy, in which today's students become

tomorrow's Apple devotees. But to ward off the competition, Apple has several plans of attack, including concentrating on making the Mac and the IIs far more interactive. A complete networking system was established at the conference, using a Mac as the 'server' and some eight IIGS computers as the 'stations', all interconnected using Appletalk. I used it to download

programs, install programs on the server, and to just get the feel of the system. Like all networked systems, it was slower than stand-alone, but it was reliable and easy to use with its mouse driven desktop interface. In fact, it was not much different to stand-alone, except for the presence of the server icon, which acted just like another drive.

Also attending the conference were developers from an Australian company (whose name I forgot to record, unfortunately) who are presently marketing an alternative system to Appletalk. Their system is currently in contract for Australian schools, and they also export their system to the US. Both systems are compatible, and now that the move is on for 'network' friendly software, we can expect to see networking in schools become even more popular. One interesting thing I discovered is that Appleworks classic is so network unfriendly, Apple convinced Claris to write a special version suitable for networking. This product is only available for such systems, and comes with a site license and all the necessary enhancements. But hardware is one thing, software is the other. Apple's main push is for more and more educational software, but written to take advantage of the IIGS. In the States, many schools are updating to the IIGS as their II plus, IIe and IIc computers finally fall victim to student overload. And schools in the US have no more money that those in Australia it seems. Fader made the point that such purchasers generally wanted a system that costs the minimum but lasts forever. In support of the costing, he referred to the new IIGS, with its onboard 1.125M of RAM, increased ROM, and other enhancements. This computer still costs the same as the old IIGS which came with only 256K of RAM.

During the Q and A session, I asked what Apple was doing to support third party printers, as I've always maintained the Imagewriter printer is overpriced when compared to other printers that will often outperform the Apple product. The answer was encouraging. Apple have now made available full details of their printer driver requirements, and will support any individual or printer manufacturer who wants to write a driver routine to support a particular printer. I believe that as a result, we will soon see drivers that support printers such as the HP range (DeskJet and so on), and all the various Epson types (over those already supported) as well as a range of others.

One potentially embarrassing question asked of Fader referred to the desirability of raising school students on Apples knowing they would be more likely to encounter MS-DOS machines in the work place. He replied that this was not perceived as being a problem by most educational institutions in the US, and that the Mac was becoming an industry standard. Because of its Mac-like qualities, the cheaper IIGS with its colour and sound enhancements thrown in, was seen by schools as being the best way to go, particularly when most of the previously purchased Apple software would still run.

The other two US visitors were Ray Montagne and Matt Deatherage, who are both design engineers associated with the IIGS. These two 'gods' spoke about System 5.0 (we don't call it GS/OS 5 anymore), and also handed out copies of System 5.0.2 The new system cleans up a few bugs that crept into System 5.0, but doesn't offer any further speed enhancements. But then, System 5.0 is a hard act to follow.

Their aim was to acquaint Australian developers with System 5.0, Appletalk, tool revisions, other innovations, and to answer questions. As well, they had a lot to say about Apple's philosophy on software development. The big push is for Appletalk 'aware' software, as well as the adherence to the human interface guidelines. This latter concept refers to the use of the desktop and to making all software look similar, so that users don't need to spend unnecessary time learning new software.

Much of the talk presented by these two experts was of a technical nature and I'll spare you the details. It's sufficient to say that Apple see other software developers as being very important, whether in Australia or overseas. For example, System 5.0 includes a number of resource files, specifically for programmers and a

whole session was spent on this topic.

Although many of the developers were from professional organisations, a number of young developers also attended. One young programmer (16 years old) showed me a game he had written that included high quality, interrupt driven sound. He wrote the program with a combination of BASIC and assembler subroutines, using the monitor to write much of the assembler code. The game was mouse operated and in full colour, even though the software looked a bit like IIe code. What he had achieved would have been impossible on any other Apple II computer, and he had happily mastered the IIGS by building on experience gained from his IIe days.

The fundamental philosophy behind writing a program for the IIGS is to use the toolbox. Here you have all the routines to perform most of the heavy duty tasks, and a program in its simplest form is nothing more than a series of toolbox calls. In other words, Apple have done all the hard work for you, and with a few books - available from AAPDA, 36 Victoria St, Erskineville NSW 2043, (02) 550 5533.

Quite a number of those attending had already produced products for the IIGS, including three enterprising members of a Queensland based company called Power Up Technology. I was shown their IIGS stereo card which includes all the hardware to couple sound into as well as out of the IIGS. This card, compatible with any program that uses the Supersonic card, is available for around $89, and gives stereo, despite what you may have been told.

While on the subject of sound, several music programs yet to be released were demonstrated at the conference. Both programs were of the playback variety, and believe me, you "ain't heard nuthin' yet." There's two reasons for this – programmers are starting to learn the sound system, and the sound tools have been improved.

On the software scene, developers have been active since the IIGS first hit the country. Readers may be familiar with Graphix Exchange, a program written by local developer John MacLean that handles any type of graphics you can think of, with the ability to convert from one form to another. For example, a standard 320 super resolution graphic from a GS paint program can be converted to a Print Shop graphic and vice versa. It also includes scaled transfers, which allows a composite graphic to be constructed from a number of individual graphics from a range of sources.

A great program for handling graphics on the IIGS, and straight of Oz!

Power Up Technology gave me a review copy of their recently released communications software package called DataWorks. This program is text based and runs on the IIe and IIc as well as the IIGS, requiring keyboard operation rather than mouse. However, it supports the IIGS hardware, such as the modem port and, runs under ProDOS.

I ran the program through all its paces, and found it very easy to use and free of any nasties.

It supports ASCII, Xmodem, Ymodem and Binary 2 file transfer protocols. Binary 2 is a protocol developed by Apple, based around the Xmodem system and is generally used when transferring data between two Apple computers. Dataworks also supports Viatel, though with some limitations. The manual is one Power Up can be proud of, as it provides instructions to a level that suits a beginner without becoming patronising. Dataworks should be available through most dealers, at around $89. Otherwise try them direct at PO Box 295, Cannon Hill Qld 4170 (07) 395 6719.

Finally a shareware program, written by a Victorian developer, Peter Watson. Under the title of PAW, the disk has a number of utilities for use with the Apple Programmers Workshop (APW) or ORCA/M, both of which are assembler programs for the IIGS. Some of the utilities also run under ProDOS and others are for use with Applesoft and GSBasic. The utilities include routines to compare text files, an Applesoft to GSBasic conversion, and one called MassFormat, which allows the user to format a whole lot of 3.5" disks in minimum time. The disk is a mere $25, or $10 if you don't want the source code. Great value, and it's available from Peter Watson, 33 Eram Rd Box Hill North Vic 3129.

There were other developers at the conference with products nearing completion which I hope to be able to review when they are released.

So not all IIGS software/ hardware is imported. Which is good news for us and the national debt.

Apple User Group BOOK LIBRARY LIST.

This is a list of the books currently available to members through the AUG book library.

A selection of these titles are available at each Apple // General meeting. If you want a specific title, contact the librarian.

N.B.
Members Library Book has been abreviated to MLB. - Ed

Handbook # 1.
Hi-Res Secrets.
by Don Fudge.

Handbook # 2.
Keyboarding for Information Processing.
by Robert Hanson & Sue Rigby.

Handbook # 3.
Continuing Basic.
by P.E.Gosling.

Handbook # 4.
The Computer Connection.
by Arnold Wolff.

Handbook # 6.
M68000 16/32 bit Microprocessor.
Programers Reference Manual.4th. Edition.
by Motorola.

Handbook # 12.
Apple 5.25 Drive Owners Guide.
by Apple Computer.

Handbook # 15.
Prodos Users Manual.
by Apple Computer.

Handbook # 18.
Discovering Computers.
by V.X.Glenhill.

Handbook # 20.
Apple //c Users Guide.
by Lon Poole

MLB # 22.
Apple Works Tutorial for Version 1.
by Apple Computer.

MLB # 23.
Apple Technical Notes Vol. 1.

MLB # 24.
Apple Technical Notes Vol. 2.

MLB # 24A.
9 Washington Apple Pi Magazines.
May 1982, June 1982, July 1982, August 1982, September 1982, October 1982, November 1982, December 1982, January 1983.

MLB # 25.
7 Washington Apple Pi Magazines.
February 1982, March 1983, April 1983, May 1983, June 1983, September 1983, October 1983.

MLB # 26.
10 The Michigan Applegram Magazines.
June-July 1982, August 1982, September 1982, October 1982, Vol.5.#1 1983, Vol.5.#2 1983, Vol.5.#4 1983, Vol.5.#5 1983, Vol.5.#6 1983, Vol.6.#1 1984.

MLB # 27.
11 Cider Press Magazines.
April-May 1981, June 1981, July 1981, August 1981, September-October 1981, November 1981, December 1981, January 1982, February-March 1982, May 1982, June 1982, July 1982.

MLB # 28.
16 ACT Users Group Newsletters.
January 1987, March 1987, May 1987, June 1987, July 1987, August 1987, October

1987, February 1988, March 1988, April 1988, June 1988, July 1988, August 1988, October 1988, November 1988, December 1988.

MLB # 28A.
11 AUG Applications Magazines.
December 1984, November 1984, October 1984, September 1984, August 1984, July 1984, June 1984, May 1984, April 1984, March 1984, January-February 1984.

MLB # 28B.
12 AUG Applications Magazines.
August 1981, March 1982, May 1982, November-December 1982, January-February 1983, March 1983, May 1983, June 1983, July 1983, September 1983, October 1983, December 1983.

MLB # 29.
12 Washington Apple Pi Magazines.
December 1984, November 1984, October 1984, April 1984, March 1984, February 1984, January 1984, December 1983, November 1983, August 1983, April 1982, September 1982.

MLB # 31.
5 Apple Orchard Magazines.
April 1983, June 1983, September 1983, November 1983, December 1983.

MLB # 32.
9 A.U.S.O.M. News Magazines.
January 1987, February 1987, March 1987, April 1987, May 1987, June 1987, August 1987, September 1987, October 1987.

MLB # 33.
6 A.U.S.O.M. News Magazines.
February 1988, March 1988, August 1988, September 1988, October 1988, December 1988.

MLB # 34.
6 Apple Orchard Magazines.
January 1984 to July 1984.

MLB # 38.
4 Washington Apple Pi Magazines.
January 1986, December 1985, November 1985, September 1985.

MMLB # 40.
4 Apple Orchard Magazines.
Fall 1980, Spring 1981, Fall 1981, Winter 1981/82.

MLB # 42.
9 Call A.P.P.L.E. Magazines.
January 1983, February 1983, March 1983, April 1983, May 1983, June 1983, September 1983, November 1983, December 1983.

MLB # 43.
6 Call A.P.P.L.E. Magazines.
July 1984, August 1984, September 1984, October 1984, November 1984, December 1984.

MLB # 44.
9 Washington Apple Pi Magazines.
January 1985, February 1985, March 1985, April 1985, May 1985, June 1985, July 1985, August 1985, October 1985.

MLB # 45.
10 Open-Apple Magazines.
VOL. 1. January 1985, July 1985, August 1985, September 1985, December 1985, January 1986.
VOL.2. July 1986, September 1986.
VOL.3. April 1987, May 1987.

MLB # 49.
Prodos Users Manual.
By Apple Computer (copy).

MLB # 50.
10 Applications Magazines.
January/February 1986, March 1986, April 1986, May 1986, June 1986, July 1986, August 1986, September 1986, October 1086, November 1986.

MLB # 51.
10 Applications Magazines.
January/February 1986, March 1986, April 1986, May 1986, June 1986, July 1986, August 1986, September 1986, October 1986, November 1986.

MLB # 52.
11 Applications Magazines.
January/February 1987, March 1987, April 1987, May 1987, June 1987, July 1987, August 1987, Septem-

ber 1987, October 1987, November 1987, December 1987.

MLB # 53.
11 Applications Magazines.
January/February 1987, March 1987, April 1987, May 1987, June 1987, July 1987, August 1987, September 1987, October 1987, November 1987, December 1987.

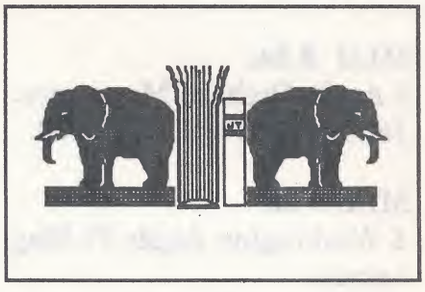
MLB # 54.
10 Applications Magazines.
January/February 1988, March 1988, April 1988, May 1988, June 1988, July 1988, August 1988, September 1988, October 1988, November/December 1988.

MLB # 55.
10 Applications Magazines.
January/February 1988, March 1988, April 1988, May 1988, June 1988, July 1988, August 1988, September 1988, October 1988, November/December 1988.

MLB # 56.
6 A+ Magazines.August 1988, October 1988, November 1988, January 1989. February 1989, April 1989,
1 Your Computer Magazine. February 1989.
2 Incider Magazines. October 1988, April 1989.

MLB # 57.
5 Nibble Magazines.
March 1985, May 1985, June 1985, September 1988, October 1988.

MLB # 58.
7 Call A.P.P.L.E.
January 1987, February 1987, March 1987, April 1987, May 1987, June 1987, July 1987.
7 Scarlett Magazines.
May 1986, July 1986, August 1986, October 1986, February 1987, May 1987.
2 Harvest Magazines.
July 1985, December./January 1987.



MLB # 59.
12 Washington Apple Pi Magazines.
August 1986, September 1986, October 1986, November 1986, December 1986, January 1987, February 1987, March 1987, April 1987, May 1987, June 1987, July 1987,

MLB # 60.
12 Australian MacWorld Magazines.
February/March 1986, August/September 1987, February 1987, March 1987, April 1987, June 1987, August 1987, September 1987, October 1987, March 1988, August 1988, February 1989.

MLB # 61.
1 USA MacWorld Magazine. November 1988.

MLB # 62.
4 Applications Magazines.
July 1981, August 1981, September 1981, October 1981.

MLB # 63.
5 Applications Magazines.
March 1982, May 1982, September 1982, October 1982, November/December 1982.

MLB # 64.
7 Applications Magazines.
January /February 1983, March 1983, May 1983, June 1983, September 1983, October 1983, December 1983.

MLB # 65.
10 Applications Magazines.
January/February 1984, March 1984, April 1984, May 1984, June 1984, July 1984, September 1984, October 1984, November 1984, December 1984.

MLB # 66.
9 Applications Magazines.
January/February 1985, April 1985, May 1985, June 1985, July 1985, August 1985, September 1985, October 1985, November 1985.

MLB # 67.
6 Macintosh Magazines.
The Macintosh Buyers Guide Summer 1987.
MacGuide Magazine Summer 1988.
3 Australian Macworld Magazines. May 1988, August

1988, April 1989.
USA Macworld April 1989.

MLB # 68.
3 MacUser Magazines.
May 1988, June 1988, July 1988.

MLB # 69.
3 MacUser Magazines.
August 1988, September 1988, November 1988.

MLB # 70.
3 MacUser Magazines.
December 1987, February 1989, March 1989.

MLB # 71.
8 Call A.P.P.L.E. Magazines.
April 1986, May 1986, June 1986, July 1986, August 1986, November 1986. January 1989, March 1989.

MLB # 72.
4 MACazine Magazines.
April 1988, May 1988, June 1988, July 1988, August 1988.
4 Computer Update Magazines. November/December 1987, January/February 1987, March/April 1987, May/June 1987.

MLB # 73.
Localtalk Cable System.
Owners Manual.
By Apple Computer. (2 Copies).

MLB # 74.
Apple SCSI Cable System.
by Apple Computer. (2 Copies).

MLB # 75.
A Touch of Applesoft Basic.
by Apple Computer.

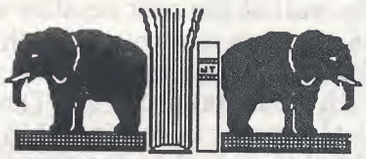
MLB # 76.
Apple IIGS System Disk User's Guide.
by Apple Computer.

MLB # 77.
5 Nibble Magazines 1984.
Vol. 5. Nos. 1, 2, 4, 5, 6.

MLB # 78.
7 Nibble Magazines 1983.
Vol. 4 Nos. 1, 2, 3, 4, 5, 6, 8.

MLB # 79.
Apple Works Reference.
by Apple Computer.

MLB # 80.
Apple Works Tutorial for Version 2.
by Apple Computer.



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Imagewriter LQ (multicolour)	**$39.75**		

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Note: some of these products are available through AUG bulk purchasing service.

TO BE OR NOT TO BE.

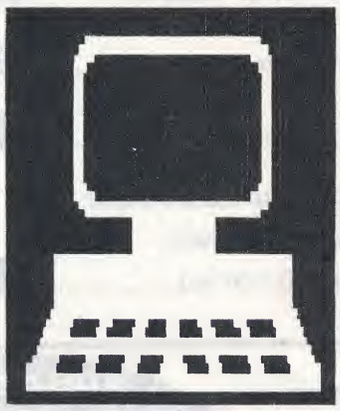
By Fernackerpan Googlyitis.

DEALER NEWS.

This month a couple of items have popped up about dealers (no I'm not into dealer bashing, yet. They can be quiet helpful, as long as you have a Mac.) The first item concerns the drop in price in the U S of Mac SE to $1800 about $AUS2400. The going price in Australia for a SE ranges between $4800 & $5400. It would be interesting to be a fly on the wall at the next reseller conference (Feb 16-18) when new prices for this machine are discussed. The second item concerns a dealer with financial problems. The Seahorse Group is at present in receivership & are trading out of it. In fact by the time you read this those of you at the Market Day will have seen them there. Perhaps if they were open Thursday nights &/ or Saturday things may have been better.

MODEMS

Those members who don't own a modem, or those wishing to up grade existing ones should get in touch with Russell Coward at Avkek (02-888-5333). His company are going to support User Groups to a greater extent in 1990. As an example a Mega Modem 1234, cable for the GS or Mac together with Mac software is available for $300:00.



SSG

News from Roger Keating (no relation to the one in Canberra) is that his company Strategic Studies Group will be releasing three GS programs during the year. In March "Halls of Montezuma", in June "Gold of the Americas" & in July "Rommel". This is great news for GS strategy fans as Roger really turns out a mean game.

FREE TOOLS ASSOCIATION.

This organisation, based in France has done it again. Following on from "Nucleus", FTA has released another program called "Photonix". This is a GS copy program with brilliant graphics, useful utilities & unusual cursor, also has the ability to format disks 2:1 as it copies data. The down side of this program is that it will not work with the new GS.

IN THE PIPELINE.

Some new products about to be released are:

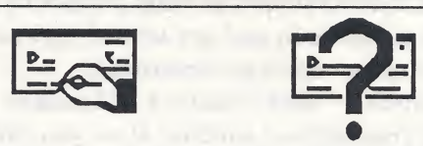
For the IIe, c & GS.
CopyII+ 9.0
Where In Time Is Carmen Sandiego.

For the GS.
Ancient Land Of Ys.
Jam Session.
Life & Death.

Bye for now, F.P.

Quicken -

(A chequebook program)



Reviewed by Hans Hoffman

Being basically technically oriented, accounting always scares me. It therefore became a nightmare when I took on the Secretary/Treasurer's job in my unit building.

Running the day-to-day affairs was not a problem, but when it came to preparing the books for the A.G.M. I was struck by panic. No matter how I added things up I couldn't make the same totals twice, and even worse I found it difficult to budget for items like insurance, repairs, etc.

Some years ago we were asked for advice on a program to run a small business. My wife Anne, who is strong in accounting suggested the use of a "Cashbook" (or chequebook) program.

A Chequebook program basically records all the transactions made in your cheque account, and as businesses run on cheques, this would then give you a total reporting facility on your business.

Quicken is such a chequebook (or checkbook in American) program. Once the program is set up for your account, it simply means that you can enter every transaction you make, allocating the reasons for the cheque.

When you get your bank statement you can enter the bank charges, and let the program know which cheques have been cashed. Then you can make the program report, and you can quickly see your financial status.

More importantly however you can easily track any mistakes you have made. This is generally one of the problems you strike at tax time - mistakes.

The other problem is tax deductability! Mr. Keating just loves small business persons - and wage earners too - who, far from avoiding or evading taxes, actually overlook tax-deductable items (don't forget to claim the Quicken program). "Quicken" very simply helps you get your act together.

Just an aside; If you are using your computer for work - and many of us do - don't forget to put in a tax deduction for it. If your tax man won't help you then try Robert Barbariol in Five Dock, he understands computers.

Now for the review. Quicken follows the Macintosh interface with simple menus and windows which are open simultaneously, so that you can move from one acitvity to another. Only two things will trick you at first, Cmd-P is not Print, but Print Cheques, and the black-bordered Accept button is used with the Enter key not the Return key.

When you start a new Chequebook you are offered an intitial choice of Home, Business, Macintax or None selections of categories.

Think of Categories as the names on the envelopes you put the dockets into in your drawer at home. Whether the bill is Council Rates or Equipment Repairs, or Computer Paper, etc. The category selections are slightly different for home use than they are for business use so you are given a startup selection. You can add, change, or delete them at any time so don't worry.

Just a warning though - once you have used a category - say Gas Bill, you can't change it to Gas Account, because the program will not relate Gas Bill entries to the Gas Account category. Makes sense - but means that you need to go back and change the earlier entries to the later wording. Some chequebook programs use numbers for categories but here the wording is important. Do have a look at every category in the list you have selected. I couldn't relate to COG-Labor until my wife told me it was Cost Of Goods-Labor. When I clicked on it I understood.

The next tricky thing to know is your Beginning Balance. Take your bank statements and decide from which statement date you will start. The amount you want, is at the top of that statement!

One things to remember is that you may need to include cheques written before your starting date which have not been presented until after your starting date.

If you have been thrown off by all this, remember you only have to set up you chequebook once. After this it becomes a piece of

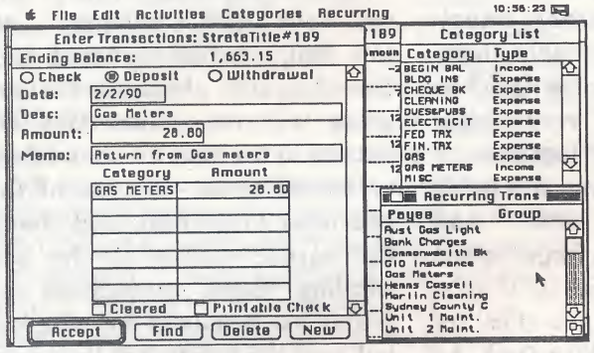
cake. Allow yourself at least a week to enter all your back accounts in and get settled into suitable category wording - don't get impatient!

Another useful feature of Quicken is the Recurring Transactions window. Here you can enter all the regular payments - or incomes - you have. You can have them just with names, or also with the regular amount (repayments for instance).

A feature which is offered but not so useful for home or small business is the facility to print your own cheques.

After the initial setup - to use the program;

Go to "Enter Transactions", where you can call up the Recurring Transactions (Cmd-T) (if like the Gas Meters, it was recurring) and click in the appropriate line. This automatically enters all its data into the entry screen. Tabbing to the category box, you can now call up the Category listing (Cmd-L) and click into the correct category.

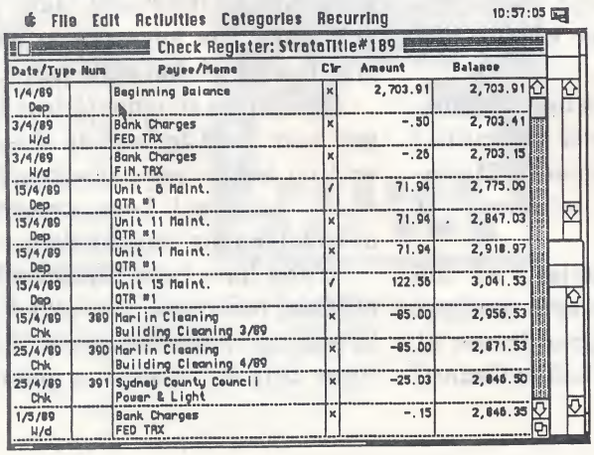


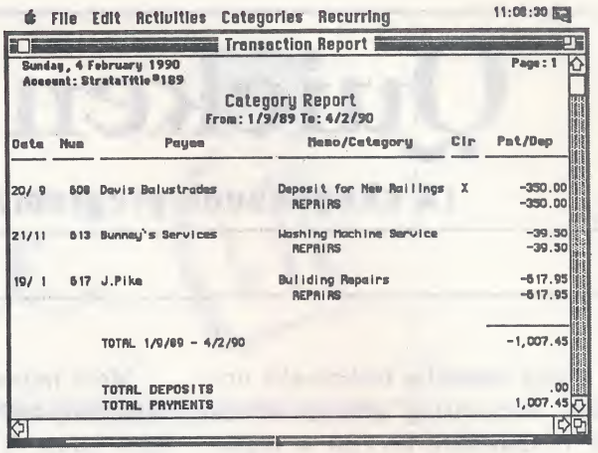
You can leave these windows open for easy access.

At any time in the future you can click on an entry line and return to an entry to alter it.

The reporting functions are very versatile and easy to understand. You can report any period, showing categories, totals, cleared and uncleared cheques, selected payees, categories alone, etc..

Suffice to say that you can report anything and in any combination imaginable. This, and the fact that

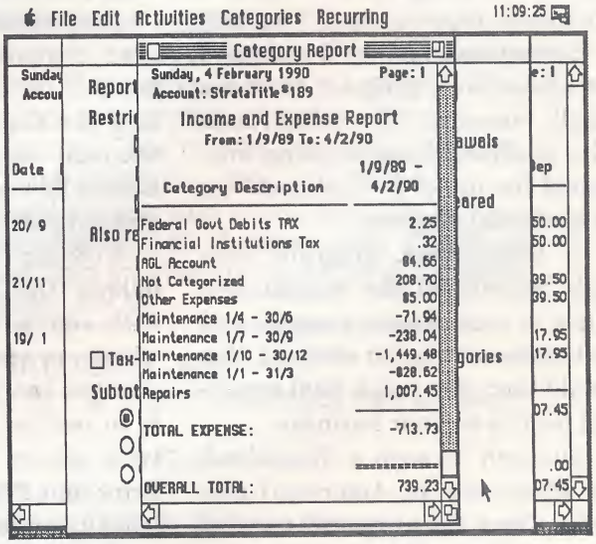

File Edit Activities Categories Recurring
10:57:05
Check Register: StrataTitle#189
Date/Type Num Payee/Memo Clr Amount Balance
1/4/89 Dep Beginning Balance x 2,703.91 2,703.91
3/4/89 W/d Bank Charges FED TAX x -.50 2,703.41
3/4/89 W/d Bank Charges FIN.TAX x -.26 2,703.15
15/4/89 Dep Unit 8 Maint. QTR #1 / 71.94 2,775.09
15/4/89 Dep Unit 11 Maint. QTR #1 x 71.94 2,847.03
15/4/89 Dep Unit 1 Maint. QTR #1 x 71.94 2,918.97
15/4/89 Dep Unit 13 Maint. QTR #1 / 122.56 3,041.53
15/4/89 389 Chk Marlin Cleaning Building Cleaning 3/89 x -85.00 2,956.53
25/4/89 390 Chk Marlin Cleaning Building Cleaning 4/89 x -85.00 2,871.53
25/4/89 391 Chk Sydney County Council Power & Light x -25.03 2,846.50
1/5/89 W/d Bank Charges FED TAX x -.15 2,846.35



all windows remain active (and update instantly) is very useful if you have made a mistake which you cannot find immediately.

Among the many features I haven't covered are report formats in "Text" and "Sylk" for transfer to Excel.

The documentation is excellent, both in showing you how to run the program, but also in giving you some accounting understanding. It is amost as valuable as the program itself.



Summary: It's a great program for the simple user as well as the small business person, whilst giving you every bit of information to give to your accountant in defence of your taxation slug. It has made running my unit building's accounts vey easy, but I think it would have suited me perfectly when I ran a photography business some years ago.

The program cost me about A$100 to bring in.. Quicken -Available from Intuit, 540 University Ave. Palo Alto, CA 94301, USA, 415-322-0573
(I saw the program advertised in MacUser and used my VISA card)

Macintosh One-Liners

THE MACINTOSH ONE-LINERS are intended to condense information about some of the most common Macintosh problems and programming pitfalls. Each one-liner is a single line of text, less than 80 characters, which informs about one aspect of Macintosh use or programming.

The one-liners are brief, and many do not give complete information about their topics. This is intentional. Detailed documentation exists elsewhere.

If you need more information than is provided in a one-liner, you should be able to determine it by a little experimentation or by looking it up using the words in the one-liner as hints.

The one-liners are short so that they can be consulted by linear search quickly and easily and give either facts or advice.

The facts are intended to be somewhat obscure and poorly documented bugs and features which are nevertheless important for anybody using or programming the Macintosh.

The advice is intended to keep people from running into the most common nontrivial problems.

Many of the most commonly asked questions are addressed in the list.

If anyone is wondering why this is a three column and a one column page let me tell you - the one-liners will not fit on the one line in the three column page we use. Well not unless we use a type size so small it can't be read! Ed.

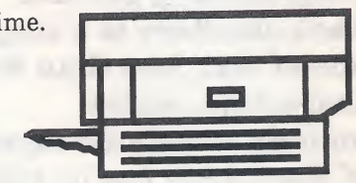
Users' One-Liners

A beep on trying to open a desk accessory may mean the DA Handler is missing.
A beep on trying to open a desk accessory may mean there is not enough memory.
If opening a document from Finder doesn't work, open it within the application.
A flashing Apple menu means the alarm clock is ringing.
A U-shaped icon at the right of the menu bar means Easy Access is activated.
HyperCard visual effects won't work on monitors set to more than 2 colors.
Hold down the F key and click OK in the print dialog to make a PostScript file.
Hold down the K key instead to make a PostScript file which contains LaserPrep.
Turn background printing off before trying to make a PostScript file.
Remove the paper tray during LaserWriter power-up to avoid the startup page.
Hold down the mouse while powering on to eject any disk in the computer.
Don't put disks on the left side of a small Macintosh or near loudspeakers.
It is safer to rebuild the desktop under Finder than under Multifinder.
Finder's default memory size is a bare minimum. Increase it with Get Info.
Never put more than one System file on a disk.
If the cursor is surrounded by a big black rectangle, Close View is activated.

Programmers' One-Liners

The maximum number of windows in Finder is stored in LAYO resource 128.
Don't use SetEventMask to disable mouseUp events.
SetPort to a known good grafPort once every time through the event loop.
Calling WaitNextEvent with more than 50 ticks will fail on some systems.
Use SetItem to include meta characters literally in menus.
GetResource doesn't return resNotFound. Check for a NIL handle instead.
Move and size windows to the bounding box of GetGrayRgn.
Hide scroll bars when deactivating a window.
Call DrawGrowIcon when activating or deactivating a window with a grow region.

DrawGrowIcon does not check to see if the window has a grow region.
itemHit will not be set when a dialog filter is called.
Use a disabled UserItem to draw the roundrect outline around the OK button.
Call IsDialogEvents and DialogSelect even if GetNextEvent returns false.
ModalDialog assumes the dialog is already visible and in the front.
Always set the VisRgn and ClipRgn of offscreen ports.
Set the ClipRgn first when making a picture.
Don't make rowBytes in bitMaps greater than 8191.
To dim text, draw a rectangle with penPat=gray and penMode=patBic over it.
To draw rotated text, draw to an offscreen bitmap, rotate it, and CopyBits it.
Don't use picSize to determine the size of a picture. Check the handle size.
Don't write in the application file. This will fail with read-only devices.
Save application preferences in a folder named Preferences in the System Folder
Truncate and reallocate files before overwriting to reduce fragmentation.
Check/change the creator and type of Save As... files before overwriting.
If you rewrite files by deleting and creating, copy all Finder information.
Delete uses the Poor Man's Search Path, so don't delete blindly.
Directory IDs are longs, not shorts. Shorts work ALMOST all the time.
Call GetDblTime to get the maximum time for a double click.
Measure double click time from mouse up to mouse down.
Use SysEnvirons to find the System (Blessed) Folder.
Use GetAppParms to get the name of the application.
The high bit of SysParam . volClik enables the alarm clock.
Check the application name at $910 before exiting with ES within MacsBug.
To exit to shell in the mini-debugger, enter SM 0 A9 F4 and then G 0.
Use HT in MacsBug to estimate how many times to call MoreMasters.
Put an odd long at location zero on a 68000 to help find NIL references.



Macs have variable-speed drives– Why?

Item courtesy of Runx

The basic reason is simple. Using a variable-speed drive was the most reliable way of packing a lot of information onto a disk when the drive was chosen.

With a fixed-speed drive, there are three approaches to putting lots of data on a disk (besides single-sided vs. double-sided):

(1) Using a more compact encoding scheme. This is how Apple][s went from 13-sector to 16-sector drives. The hardware for this can get expensive, though, and current systems come pretty close to "perfect" as far as this goes (at least, without $$$ decoding hardware).

(2) Putting more sectors on a track--driving the read/write head faster. This physically packs data closer together, at the cost of needing a faster R/W head setup. Also, some magnetic media which can support a high density is needed.

(3) Putting more tracks on the disk--putting them closer together. This requires more accuracy in positioning the head, a "smaller" head, and high-density media.

Options (2) and (3) require high-density media with very high quality- control standards, because the bits are actually closer together.

Using a variable-speed drive mechanism means that you can put more sectors on outer tracks, without packing data closer together on the inner tracks. In general, as long as the speed control works, this will be more reliable than (2) or (3) because a larger area of the disk is magnetized for each disk.

Printing On a LaserWriter

Q
When I made up transparencies on my Mac they looked fine. When I brought them into the Mac shop to be printed on the LW they came out all wrong. What's going on here?

A
Although the Mac advertises as WYSIWYG, it is not necessarily so.
Fonts that are displayed on the screen are not the same size/shape etc as the postscript fonts that appear printed on the LW.

The laserwriter reformats everything as best it can with the font it is told to use. All right LW hackers that's not a scientific explanation but it'll do.

The easy solution I've discovered is to pop a laserwriter driver into your system folder.

If you are pressed for space you don't need the laser prep just the driver.

Before you start working with any formatting select the chooser from the apple menu - you also need to install this DA if you don`t have it.
It will ask you questions about appletalk and the laserwriter.
NOTE:
you do NOT need appletalk or a laserwriter. or even a printer to do this.
The goal is to make the mac THINK that its printing to a laserwriter.
Then the Mac will try to use laserwriter spacing etc and things should come out properly.

Q
I've noticed the laserwriter doesn't print along the outer 1/4" of the page. Is there any way to change that?

A
Nope. Sorry. Since the LW is such a small printer it needs that space around the edges of the paper to pull the paper through. Its very irking but its a fact of life.

Q
How do I keep a startup page from printing when I turn on the laserwriter?

A
This has been beaten to death for a while now but basically there is a simple way to do this - pull out the paper tray an inch or so when the LW starts up until the orange light goes on steadily.

Q
I just did a paper using the London font which I really like. But when I printed it on the LW it said "Font London not found using bitmap."
London is right there on my system why can't it find it?

A
This is **the** most commonly asked question.

There are two types of fonts: screen fonts and printer fonts.
The screen fonts are the ones you see on your screen and also the ones you install in your system file using font/da mover.

These are called bitmap fonts because they are made up of single dots or bits, on your screen.

When you print on an imagewriter (this may have changed I don't know how the new imagewriters work) these bits are downloaded directly to the paper.

If a dot is black on the screen it is printed on the page, so you can always print any font you want on an imagewriter.

The laserwriter is infinitely different.

The laserwriter contains a whole different set of fonts called postscript outline fonts.

These are mathematical descriptions on fonts rather than bits.

What fonts exist in your laserwriter depends on the particular laserwriter. None of them will have London.
What your Macintosh application does when it prints is send the NAME of the font down to the printer and the printer calls up that piece of code for the font to print.

If there isn't a match between the name the app sends it and the list of internal fonts the LW will do one of two things - it will substitute another font it knows, courier for monaco times for new york etc or it will bitmap the screen font onto the page.

When the laserwriter makes bitmaps they usually come out looking ragged and strange.

This is because of the differences in resolution between the screen and the page.

On the screen there are 72 dots per inch (dpi). The laserwriter prints at 300 dpi.

Some other printers can print at even higher resolutions (400 1200 etc.).

In any case the size of a dot on the screen is a lot bigger than the size of a dot on the page.

This is why fonts look ragged on the printer.
There is a "font smoothing" option in many applications; sometimes this makes the fonts look better when printed but often doesn't work very well

Your best bet is to stick to fonts that the laserwriter has in memory.

One interesting quirk of having fonts in the laserwriter is that these mathematical formulas for fonts can be scaled to any size.

You may only have four sizes of a particular font installed in you system but you can print any size you want on the LW.

Depending on the program you use, larger or weird size fonts will either not be available or will come out looking really weird on the screen,but they will look fine when printed.

Oops - a mistake - I just realized I left something out.

In the first question when you select the chooser from the apple menu you must also select the laserwriter icon. THEN it will ask you the appletalk questions etc.

Poop Straight from My Mouse

by Philip C. Russell
Editor *Mouse Droppings*

One oft repeated rumor is a Mac card for the IIGS to make that computer the famous "budget Mac" which John Sculley is talking about.

◆◆◆◆◆

Mineta in Japan is making a 4-meg FRAM chip which retains all of its memory when current is turned off. It will fit in the slot available for 40meg DRAM chips, so who wants DRAM chips when these babies come out?
We'd better start learning Japanese!

◆◆◆◆◆

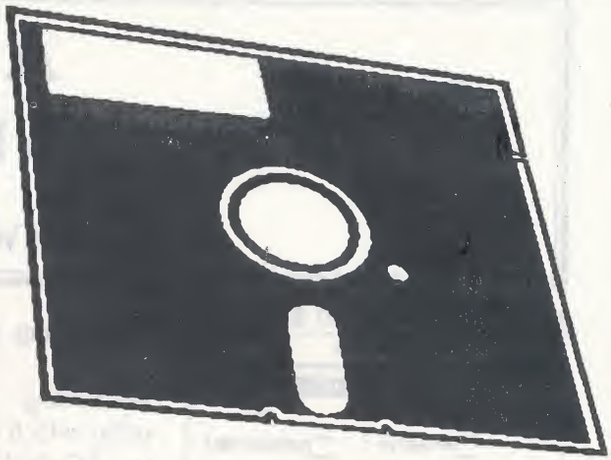
The "you don't have to read the manual" crowd should remember that Peat Marwick, with tens of thousands of Macs, is spending $13 million this year for training. In learning the Mac, the operative word is "easier", not "easy".

◆◆◆◆◆

How about a computer that you wear in front of your eye, like a pull-down jeweler's loupe? Hold onto your hats. Reflection Technology (617) 547-2422 (USA) has released Private Eye, a 1" x 1.2" x 3/2" computer which you wear attached to a headset which places it in front of your eye. A red-on-black 720 x 288 pixel screen makes the display appear to be a foot in front of your eye.
Look for less than $100 each when they go into volume production. So far just MS-DOS developers are being seeded.

Apple II and Apple IIGS Software

Releases for March 1990



Before detailing the software that is to be released in March, I need to point out that in order to get some uniformity with the Apple 2 disks they will have (where feasible) DOS, the AUG LOGO Graphic, a startup file with the disk information on it and a menu.

You can move directly to the menu by pressing "esc" once DOS has loaded. For those who have a No-Slot Clock the ProDOS has been patched to recognise the clock.

Apple //

AUG.97 -

This disk is a ProDOS disk which contains Games and Utilities.

All of the files are Basic files, (there are some sixty of them on both sides of the disk), in some cases they are the classic one and two liners, while others are files gleaned from A2-Central which have specific uses.

The beginning programmer will also find this disk useful for looking at the routines used.

AUG.98 -

This is double-sided disk formatted under DOS 3.3 which has a number of games on each side.

Side 1 -

Cubit, Jack and the Beanstalk,Klondike (Patience), Moonie and Super Wordfinder. Super Wordfinder is an improved version of the Worder program so commonly used in schools.

Side 2 -

Rubik's Cube Solver, Sea War and Spellcaster.

Apple //GS

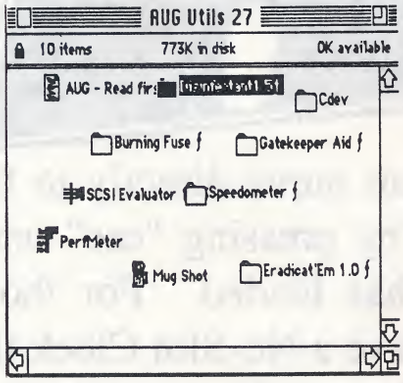
Font Disk 9 -

Fonts are: Baraboo.36,.48 and .72, Barrington.10, .12 and .14, Bartlett.30, .36 and .48, Batavia.14, .24, .36 and .48, Book.36, Bookman.9, Cairo.8 and .16, Deerfield.9, .10, .12 and .24, Desplaines.12, .18 and .36, Dundee.12, .18 and .36, Edgebrook.9, .12, and .18, Eisley.12 and .24, Evanston.24, .36 and .48, Galena.18, .24 and .36, Glencoe.14, .18, .36 and .48, Glencoelt.9 and .10, Itasca.24, .36, .48 and .72, Jersey.12, Jersey Bold.14, Joliet.18, .24 and .36, and Kenilworth.12, .18, and .36.

AUG

Macintosh Public Domain & Shareware Library

By Hans Hoffman



The rush for new disks has begun again now that we are in the new year. Bill Gletsos rushes them out faster than we can document them, so I am going to try supplying a little story for each program/file.

This will help you decide which disk you need to buy.

In the next months I will also go back into recent disks to make collections of program which I think are memorable, such as which Laser fonts or Imagewriter fonts are useful or which games your kids will like.

AUG Utils #27

Burning Fuse INIT

Burning Fuse is a little startup document that does nothing until you restart or shut down your Mac. Then short animation lasts about 10 seconds.

Boomerang INIT/cdev

Boomerang is an INIT/cdev utility which makes it easy to use the SF Dialog (the dialog box which appears when you choose open or save as from the File menu) in the following way:

1) Boomerang **automatically** remembers folders and files opened or saved with the SF Dialog,

2) Boomerang provides easy ways to **jump to these folders and files**: (a) by **popup menus** in the SF Dialog box, (b) by **command keys** and (c) by **a wildcard file search**.

3) Boomerang also **automatically** remembers the **file or folder selection and the scroll bar position** whenever you use a folder, and when you come back to this folder later, the folder or file selection and the scroll bar position will be reproduced.

Daylight Savings

Daylight Savings is a *Control Panel* device (CDev) that will allow your Macintosh to automatically adjust its clock forward or backward at the appropriate times of the year.

UnScrolly

UnScrolly is a cdev which allows you to choose between 2 lists format in the Control Panel Desk Accessory.

The usual "icons" format which 4 devices visible at one, a new "names" format with 20 devices visible at once.

Windows 2.1

Windows is an control panel extension that will add a windows menu to the finder and other applications. You can configure each application separateley in the control panel.

WindowShade 1.1

By placing the WindowShade cdev into the System Folder, and restarting your Macintosh, your windows are given a brand new feature. By double clicking anywhere on the title bar of the window, the lower part of the window will 'roll up' underneath the title bar. Double clicking on the title bar again will lower the window to its original size.

Disinfectant1.5

Disinfectant 1.5 is a new release of our free Macintosh virus detection and repair utility.
Shortly after the release of version 1.4, a new strain of the WDEF virus was discovered. Version 1.5 has been configured to recognize the new strain.

Eradicat'Em 1.0

The Eradicat'Em INIT has been designed to bar the WDEF virus

from your system, without requiring that you manually scan each floppy that you insert. Eradicat'Em checks the Desktop file on each of your disk when the Finder opens it. If the WDEF virus is found, Eradicat'Em will warn you with a double-beep, and will attempt to remove the virus.

Gatekeeper Aid

Gatekeeper Aid is a supplement to version 1.1.1 of the Gatekeeper Anti-Virus System. Gatekeeper Aid is a new component designed to locate and remove the WDEF viruses that have recently appeared and which are not hindered by Gatekeeper's existing security system. Gatekeeper Aid also checks for possible future variants of WDEF.

Mug Shot

Creates a text file to show System information. A developer tool.

PerfMeter

Provides a graphic display of the CPU with Applications running under Multifinder.

SCSI Evaluator 1.03

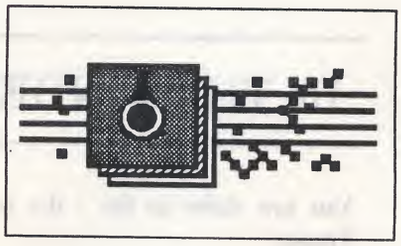
A very comprehensive drive and SCSI test program providing performance tests, seek times, BUS status, etc. 17 tests in all. A developer tool.

Speedometer

Speedometer is a system information and performance testing program for the Macintosh family of computers. Various tests are available, the central one of which is designed to give a Performance Rating (PR) for the system as a whole. The intention of Speedometer is to help you understand and tune the performance of your computer, and also to give some method of comparing different systems.

Waiting

Waiting time evaluation between Applications running under Multifinder.



AUGSound #24

Animals (folder)
Bark.Sound
Barn owl.Sound
Blackbird 1.Sound
Blackbird 2.Sound
Blackbird 3.Sound
Budgerigar.Sound
Bullfrog.Sound
Chicks.Sound
Chimp.Sound
Cow.Sound
Cricket.Sound
Dawn chorus.Sound
Duck.Sound
Elephant.Sound
Kitten.Sound
Lamb.Sound
Lion.Sound
Meow 2.Sound
Meow.Sound
Nightingale.Sound
Owl.Sound
Puppy x 3.Sound
Puppy.Sound
Puppy2.Sound
Robin 2.Sound
Robin.Sound
Rooster.Sound
seal.Sound
SeaLion.Sound
Skylark.Sound
Song thrush 1.Sound
Song thrush 2.Sound
St. Bernard.Sound
Swallows.Sound
Swifts.Sound
Turkey.Sound
Whinny.Sound
Wolf.Sound
Wood pigeon.Sound
Intermission
Machines (folder)
TypeKey.Sound
TypeReturn.Sound
TypeSpace.Sound
Wasp.Sound
Windshield Wipers.Sound

AUG Sound #25

Birds sounds (folder)
Buse
by disk
Chaocard à tête jaune
Choucas
Grand Corbeau
MartinetAlpin
Tétras Lyre
Completely operational...

AUG Sound #26

Soundmaster Sounds (folder)
Mood Music
Ranyanaaannnee
Ship Horns
Bad Disk-Soundmaster
Beep-Soundmaster
Disk Ejection-Soundmaster
Disk Insert-Soundmaster
Restart-Soundmaster
Shutdown-Soundmaster
Startup-Soundmaster
Zap 1.Sound
Zap 2.Sound
Zap 3.Sound

Note: In order to run Sound #26 you need Soundmaster which is available in the AUG library

CURS RESOURCE?

OR SOMETHING ELSE?

- Article courtsy of Runx

Something replaces CURS resources in the Finder and occurs when the Mac is booting up.

Since my Mac just goes to Multifinder when I boot up, I figure it has to be in the System, in the Finder, or in Multifinder.

I've hit all the CURS resources in the System and the Finder, and there aren't any in Multifinder.

BUT, in the acur resource in the Finder, it specifies that there should be 8 frames when the globe is rotating, and there are only 7 frames listed.
The others all have CURS resources somewhere around 300, except the first, which is CURS resource 4.

But I can't find CURS 4.

CURSes!

My question is this: where is CURS 4?

In the ROM?

I'd rather change the CURS resource than tweakthe acur resource so that I change the way the System operates.

I'd rather change the graphic than alter the calls.

Any helpful hints from you System programmers out there?

IN THE FINDER

You are right so far - it's in the Finder.

Multifinder is just a shell, and actually runs the Finder.

When you run MultiFinder, you are running the multi-tasking software residing in the file MultiFinder, and the (pseudo-) application Finder.

The acur resource is a map that specifies the number and resource id's of the cursors to be displayed in sequence.

There are several ways to mess things up, so I'll provide you with my favorite.

There is no difference between modifying the CURS resources to display new cursors, and modifying the acur resource to display different CURS resources.

RECOMMENDED

Unless you change the acur resource, you will always be stuck with the CURS resource id 4 (which is read from ROM on most Macs (probably from the Plus, or maybe SE), and from the System for all others).

Here is my recommended procedure:

1) Open the finder. Open the 'CURS' resource list.

2) For each cursor frame Type Cmd-N to make a new resource, double-click on the empty box and edit the pattern, close the resource.

Next, you'll want to set the id of the resource by selecting it and doing Cmd-I (Get Info...).

Make the id's of the resources consecutive, starting from 200 or so.

Your id's would be 200, 201,202, etc.

3) When you've created all of your cursors, and have their id's, close the CURS resource list, and open the acur resource list.

4) Duplicate the resource that's there (select it, and hit Cmd-D).

You now have a copy of the resource.

5) Now, modify the ORIGINAL (not the DUPLICATE) acur resource.

This is the resource that the Finder will use. It will ignore all others and will let you keep other acur resource as backup or for variation, as I will explain later.

6) Modify the resource id's in the acur resource template.

You can add or remove frames to the sequence by clicking on the little stars that separate the resources, and doing New (Cmd-N), or Cu (Cmd-X), respectively. You can add as many or as few frames as you like.

7) Close and save everything.

TWO NOTES.

1) Since you can enter any sequence of resource id's, not just consecutive ones, you could make a something like a pendulum that swings back and forth with five CURS resources, but 8 frames: 1 2 3 4 5 4 3 2.

2) You can easily switch between acur resources by changing the resource id of the acur resource.

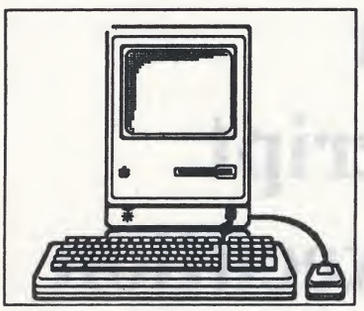
Let's say the finder uses resource id N (probably 128, but let's call it N).

First, change acur resource id N to something different from N (by selecting it, hitting Cmd-I, modifying the number N, and closing),

Then change the other resource id to N (same procedure, different number).

Then, close.

You've switched cursor frames, quickly and easily, without any hastle from the System Police.



MONKEY DA

Is the Monkey DA still available?

I have heard it can save a lot of time when running tests.

Monkey was written by someone at Apple in 1983, before the Mac came out.

There's even a low-level global somewhere that refers to it but I forget why.

I'm surprised that this bit of ancient MacHistory still works.

If it does, it should really be availablefrom APDA - it has the potential to save some people hours and hours of testing time.

Monkey is indeed an excellent aid to testing.

But it doesn't or shouldn't save testing time.

You still have to test every feature yourself, singly and in combination, and in a controlled, documented fashion, to be sure everything works.

The problem is that there are usually too many combinations to be tested in reasonable time, so you can only test the more obvious ones.

The Monkey is an extra test, one you can run at night for example, that might through luck stumble across a bug that your planned testing missed.

AIR TRAVEL

AND HARD DRIVES

I am traveling overseas and want to take an external hard disk along.

Obviously I will not be passing it through the X-ray machines, but I'm wondering about the security checks. What will those folks do?

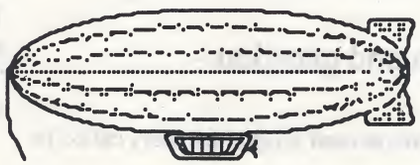
Call the airport and find out. Most major airports have a general information number.

Make sure you make it clear, that the item in question is a computer accessory and not a computer itself and therefore it's not easy to demonstrate that it's harmless (bombwise) in the same manner as a portable computer.

It might also be wise to call the other airports that you will be departing from since yoiu will have to have it checked on the return flight.

I frequently send my hard disk the through airline X-ray security system.

Disks are magnetic media; X-rays cause no damage.



Bugs in script execution

What I am about to describe appears to be a real problem, and I have a lot of HyperTalk experience, so I really want informed advice from fluent HyperTalkers.

First question -

Why does "select line clickline() of the target" sometimes visually select the field rather than the text of the field, usu. in HC 1.2.1 and in response to clicking on the last line of the field?

My clickline() is about as recent as the most recently posted version. HC 1.2.2 doesn't seem to have this problem with selecting the field instead of text.

Second question -

I have several scripts' handlers called in a Stack that writes to a file at some point.
At that point, HyperCard seems to drop characters of a handler parameter, and only part of the text is actually written.

Why?

MY GUESS

I think it has to do with HyperCard running low on memory after opening up so many scripts and calling too many handlers, and I'll explain why, but can anybody confirm this?

The bad news is memory isn't low enough for HyperCard to report "out of memory".

It also isn't bad enough to complain about any recursion or HyperTalk stack overflow/corruption problems.

I've tried to increase HyperCard's partition size under the MultiFinder to no avail (1000K).

I think my only recourse is to shrink my script sizes or reduce the number/depth of handlers being called.

WHAT'S GOING ON

In a 7.7K "Create" bg btn script, a "Create" handler responding to mouseUp begins to call several handlers in the same script.

It then calls several handlers in its 31.3K "Module ID" bg script.

Next it calls several handlers in a 16.6K "Variable" bg script by sending messages directly to the "Variable" bg.

Several handlers in both bg scripts call handlers in the 30.8K stack script.

The "Create" handler lastly passes text to a "SendDemos" handler in a 14.5K "I/O" bg script through redirection in the stack script.

The "SendDemos" handler takes text as a parameter.
The "Create" handler generates the text contents of a container passed to "SendDemos".

My stack script performs redirection of "I/O" handler calls like this:

ON SendDemos data,

want Output send "SendDemos data,

want Output" to bg "I/O" END SendDemos so that the right card or bg script receives and executes the "I/O" message.

All messages are designed to work independant from where they are called.

Note that keeping parameters in quotes preserves them unresolved as they are passed to the bg handler (yes, this works fine!).

From any card, and in fact from several other existing btn scripts on various bgs, this redirection works fine even now and has worked fine for multi-line text data for several months.

However, recently, the "Create" handler now has the first parameter passed to "SendDemos" getting really clobbered in a strange way by the time it gets there.

DEBUGGING EFFORTS

If I dump the contents of the container from the "Creat" handler into a card field right before passing it to "SendDemo", it looks OK, but "SendDemos" drops the first 30 or so characters writing to a file - total text in the container is a mere 50 characters or so.

Adding code in "SendDemo" right at the start, to dump the parameter's contents right to a card field, reveals that the data passed by "Creat" via stack script indeed got clipped by the time it had been recieved by "SendDemos" .

LOOP1

* CHECK
SEPARATI
* OTHER
VALUE IN
* REGIST

BYTE ?)

* DELAY

LOOP3

* GO AI
BUT DO
* SPEAI

* USE 1
TIMINC
* BRAN
PLETIN
* CYCL
* ON Q
DELAY
* EACI
REGIST
DELAY

To be sure, on the same card/bg as the "Creat" btn, if I type "SendDemos card field debugger,fals" in the message box, where card field debugger is the card field containing the text last dumped by the "Create" handler, the indirection to the "I/O" bg works fine, the text passed is fine and the file is written correctly.

As I said, the "Creat" handler simply dumps the text to the card field for debugging right before calling "SendDemo", so it appears that neither "Creat" nor "SendDemo" independently seems to be dropping anything.

It just happens that doing them together with all that other business beforehand appears to cause HyperCard to drop characters in the parameter for "SendDemo".

WHAT'S GARBLED

The text in question for one example is (<ret = return char): Variable marbles<ret
Definition marbles: Undefined<ret

It'is passed fine from "SendDemos card field debugge" in the msg box, but when passed from the "Creat" script upon reaching "SendDemos":
marbles:Undefined

Note that I do not attempt, in neither "Creat" nor "SendDemo" to strip anything.

These are simply dumps of text being passed to SendDemos.

Also note the lack of a space after the colon. Selective clipping!

CONCLUSIONS

Obviously, the 31.3K "Module I" script and 30.8K stack script are unhealthy sizes for scripts.

It is also obvious all this handler calling and message passing is bound to have constraints.

But precisely what types of problems do these cause, and is what I describe one of these problems?

Is my only solution to minimize script sizes, or reduce the amount of HyperTalk I can execute in a handler?

I really don't want to move the SendDemos handler into the "Creat" bg btn script, especially if the problem rears its ugly head elsewhere. little bug ??

When doing some simple calculations , I discovered the following

put 3*0.05 - 2*0.05 = 0.05 yields true
put 3*0.05 - 2*0.05 <= 0.05 yields false

I know that 0.05 isn't exact representable in a binary system, and if you take for example 0.25 (which IS exact representable) instead of 0.05, everything works allright.

I suppose that, for the equality testing of representations of real numbers, some margin of security is included (e.g. the last bit could be discarded).

However, I think this should also be implemented in the less than and greater than tests.

Why is this done ?

Is this fixed in later versions of Hypercard (hypertalk) ?

I am using a Mac SE and Hypercard 1.2.?

Up to now I only see two solutions -

splitting the test into two parts (less than or equal)
or
adding an small epsilon to
x <= y + epsilon

Food for thought or all you Hypertalkers and possibly something to solve on a rainy day ? Ed

ICN# to ICON

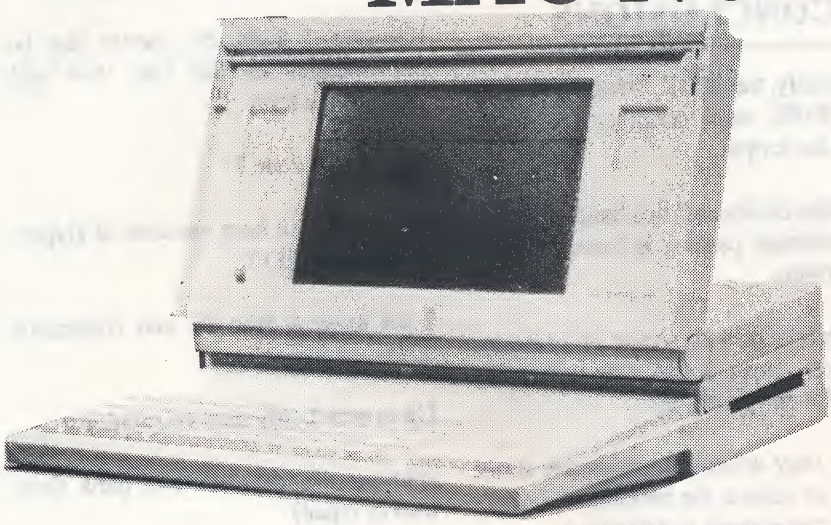
Is there a way to change an ICON into an ICN# and change it back?

Use Clipboard Magician 0.5, freeware. The author is Ed Lai from Apple Company.

With Clipboard Magician 0.5, you can transfer PICT or MacPaint file into ICON or ICN# and converse works as well.

Thanks for this great utility, Mr Lai.

PORTABLE YES, MAC NO !



I just played with a portable.

One of the tests I do is run a game to see how many critters you can get without bogging down the machine.

Well one of them CRASHES THE PORTABLE !

It does not crash the SE, SE30 or MacII types of machine.

Modified ROMS huh ?

I guess it is back to the drawing board or find a fix time !

Having had a chance to do considerably more than "play" with a portable I find your statements are rather rash and pointless.

The Macintosh Portable is a real Macintosh in every respect - right down to the fact that developers that don't play by the rules when they write software are going to create programs that are very likely to break, sooner or later.

Just because some arbitrarily chosen piece of software (a game, no less) crashes on the machine, does not mean that there's anything wrong with the machine.

In fact 98% or more of the time, the problem is with the application not the ROMs, not the System Software, not the machine itself.

In running the Portable I encountered only two programs that crashed:
an INIT
and
an advanced communications program.

All the other software I tried, including a host of PD cdevs, RDEVs and INITs, worked without a hitch.

I expect that relatively simple fixes to both programmes will eliminate the crashes.

Games in particular are known for violating developer guidelines - witness all the games that had to be re-written when the Mac II was introduced, and games that only work with the Apple color card because they continue to do unusual and dubious things even in their current incarnations.

Whether games work or not on a particular type of Mac or in a particular release of the System, generally says very little about the quality of the Mac or the System.

It usually does say a great deal about the quality of the game itself. I should add that the few games I tried on the Portable worked great: The Idrow, Leprechaun and Shufflepuck.

All in all, the fact that an arbitrarily-chosen-program-X crashes on any make of Macintosh, Portable or otherwise, doesn't necessarily tell us anything about the Macintosh in question.

ANGLO-SAXON GLYPHS

Is there a font that can handle thorn, ash, eth, and makrons - characters used in Anglo-Saxon writing.

They exist for special programs on the IBM. - but do they exist for the Mac?.

Here's an answer to part of the question:

Adobe's PostScript fonts contain ash, eth, macron, and thorn (majorscule and miniscule for ash, eth, and thorn). Other PostScript font vendors who supply the same character set in their fonts will have these also.

Those who have PostSript printers will have these characters in the printers' resident fonts.

I don't know, specifically, if any Mac applications support these characters.

UPLOADING TEXT CONVERSION

Is there a DA that will convert a text file or the clipboard to plain, uploadable text without the Mac characters like bullets or accented leters, no curly quotes, 80 character lines, etc?

I've tried the shareware DA McSink and as far as I can tell, it doesn't do sets of replacements.

Am I missing something?

A stand-alone application that does it is "Add/Strip".

This works fine under Multifinder but what I'm looking for is a DA.

Does Vantage allow sets?

Ghoti = Fish?

Vantage, McSink's commercial cousin has a macro capability that could do what you want.

In addition to the macros is has a programmers interface!

If you can write Pascal or C you can write a piece of code, a VCMD, that can do anything you want to the text. Vantage is wonderful.

For example, in it's phonetic mode, the Vantage spell checker has "fish" as it's second guess for the word "ghoti".

I suggest you give Vantage a go - there is nothing ghoti (fishy?) about Vantage and it should solve your problems.

The Mouse Scoop

By Philip C. Russell, Editor

Top Tips

- courtesy of Mouse Droppings

In most programs you can keep a DA, like Scrapbook, open all the time. To do this open the DA and haul it down to the lower right corner of the screen.

Now click on the program window behind the DA. Drag its window up from the bottom of the screen just a sliver, so you can see a bit of the DA.

Now you can click back and forth between the program and the DA easily. HyperCard has a problem with this, so use an FKEY, DA or QuicKey which lets you rotate windows.

.....

To let more programs import your Illustrator masterpiece, copy it to the Clipboard with the Option key held down.

.....

To recover a damaged HyperCard stack:

-get a copy of the Delete ResX-CMD. First make a list of all XCMDs and all other resources in the stack. Delete the resource fork of a COPY of the damaged stack. Open the copy.

Avoid messages about missing XCMDs. Save a copy of this copy. Reinstall the XCMDs.

-Another way is to use Apple's REcover stack.

.....

The following has been suggested as a nice looking visual to accompany a "next card" command:

visual iris close to black
visual scroll up slow

Try other kinds of combinations. Arm yourself first with a list of all the visual commands, like fast, slow, checkerboard, iris, dissolve, etc. Now have at it and combine all sorts of visual scripts.

.....

Do you remember to use the Tab key to navigate dialog boxes? The Tab key moves you from item to item and there's no need to use the mouse. Try it.

.....

To use card by card animation, paste each succeeding image over the imaged of the previous card. Move it until it matches the location, then Cut, Go Next and Paste. All of this is done with the image in question selected.

.....

If dot leaders get crowded and spacing gets uneven, go back and put hard spaces between the words, using Command/spacebar.

.....

Don't use a full stop to start a file name, as in .filename - this can cause system error problems.

.....

To find repeated occurrences of a string in Word use Find... for the first instance. Now you can close the Find... dialog and use the equal key (=) on the numeric keypad (not the regular keyboard) for additional finds.

.....

Command A in Word repeats the previous action. Try this - format a subhead. Now select the next subhead and press Command/A.

.....

Tricky, tricky! To get Sound Leech to extract sounds from other than a HyperCard stack, make a copy of the file. Change its type and creator to STACK and WILD.

Now Sound Leech thinks it is looking at a HyperCard stack and extracts the sound for you. Be sure to throw away the mangled Copy of the file.

.....

To print out a list of PageMaker styles, export your text to Word. In Word, open Define Styles and while the dialog box is open, Print. You get a printed list of styles in Normal style and font for that document.

.....

If text following a check box in Word is too high or too low, use the Super or SubScript command to adjust its baseline.

.....

Phillip, if you are reading these Tips and they seem familiar, well .... !

I am in the process of writing to you and a letter will be sent in the very near future. Keep up the excellent work with these Tips - I can assure you they are greatly appreciated by one and all. (You'll notice I didn't use the one about have another disk?) !!

Regards
Roger Perry
Editor Applecations

STANDARD TEXT OUTPUT?

Article courtsy of Runx

Why can't the Macintosh adopt a standard text output???

Please pardon my ramble, but I've spent a very frustrating session with a piece of nameless Macintosh software that has a very unreadable READ ME FIRST documentation.

Why is the documentation unreadable?

Because the author saved it on a word processor or text processor that I don't have.

The Macintosh has the friendliest interface that I have ever encountered.

I don't have to memorize cryptic commands to execute programs, move files, etc.

After buying my Macintosh emulator, the Spectre GCR for the Atari ST, I was impressed with the Macintosh environment.

Spectre GCR

Whether I am using the Spectre GCR, or any REAL Macintosh, no matter its complexity, I am able to operate the platform. It can be a MAC II, a MAC Plus, or emulated Mac.

At any rate, the Macintosh interface and the behavior of the Macintosh environment is a pure joy.

Regretfully, I can't AFFORD a real Macintosh, hence, the emulation.

In spite of its friendliness, the Mac suffers in the most unstandard way in the method of dealing with program overview."READ ME" documentation typically creeps out via MacWrite.

Occasionally, the documentation uses TeachText, a text processor that is somewhat faster.

Atari ST

Forgive me for bringing up the Atari ST on a Macintosh net, but a simple comparison for text file handling may clear up my ranting.

On the ST, no program is required for any "READ ME" docs.Text access is fast and the user can get a quick overview of the program.If the program requires complex instructions and graphics, then a manual is typically included on the disk using a "standard" word processor format.

The standard is a program called First Word, and other word processors can work with its files in a manner similar to the situation of the MAC.

Even under this situation, a READ ME is still given.

The READ ME is in standard ASCII with absolutely no graphics.

Now then, moving back to the Macintosh-

Why or why isn't simple documentation that requires no graphics not in TeachText format?

Why isn't simple documentation saved in straight text mode, that is, ASCII?

A PROPOSAL FOR SIMPLE DOCUMENTATION FOR THE Mac:

1) If at all possible, save documentation in simple ASCII only.

2) Please use TeachText.

SYSTEM 10(?) suggestion
Allow direct text reads without ANY (no, not one!!!) program intervention.

IBMs and STs allow this.Does the Amiga?I'll bet it does.

Perhaps allow direct graphic reads without program intervention.

What would be the standard here? MacPaint?

It's amazing how much faster the Atari ST is in processing simple text reads than even the fastest MAC,yet, the ST is currently rated at only 8mhz.Even faster still are cheap IBM clones.

Now, please, this is not really a desire to rubbish the MAC.BUT, in just this one area, the Mac really suffers.

There is no excuse, none whatsoever, for a user to have to wait for nearly a minute for MacWrite to load and THEN convert a simple document to read.

This should be an instant process.

TeachText can actually have graphics included in the file.

I have seen this in documentation of several programs, although those were always very simple pictures.

There is also a trick to make TeachText files as read-only documents.

To add pictures to a TeachText file you need to put a non-breaking space (option-space) character into the text.

Each time TeachText sees this character it displays a PICT resource.

The IDs for the PICT resource begin at 1000 and go up from there.

You have to insert enough blank lines to leave space for the picture.

To make a TeachText file read-only, change its creator to 'ttro'.

3 CENTS WORTH

Let me add to this "ramble"...

I also think that developers should use TeachText for the READ ME files.

They should also use it for docs as much as it is possible. After all, it comes free with the system.

TeachText can actually have graphics included in the file.

I have seen this in documentation of several programs, although they were always very simple pictures.

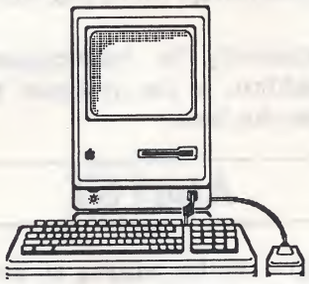
There is also a trick to make TeachText files as read-only documents.

More complex documents could alternatively be saved in the ImageSave format.
The Viewer is distributed freely as far as I know.
ImageSaver is a chooser device which works with any program and creates image files (instead of printing) which can be viewed (and printed) using the viewer program.

ImageSaver is sold as SuperGlue by Solutions Int'l.

The drawback of this approach is that the developer must spend some money to purchase the SuperGlue package.

Is there a reason why developers of user-friendly software should not be user-friendly otherwise?



TEXT EDITING ON MACS

If I cut a rectangular region, I'd like the text to the right to move left to close the gap and I'd like a way of inserting that rectangular block of text elsewhere, causing existing text to move to the right as necessary to make room.

Do these other editors do this, or is there a way Word can be made to do this?

Hmmm. I might not understand what you mean, but I just tried this in Word 4.0 with filled text, and it worked, with nonsense results.

I selected a rectangular region, and did a cut, and the remaining text to the right scooted over and then refilled, producing garbage.

Then I pasted on top of some other text and it did move over - I made the font different so that the insertion was obvious.

The only glitch was that if there were not words on a line of the paste target, the pasted line ended up beginning at the very left instead of in the middle.

If you don't want the text to refill itself you need to have carriage returns at the end of each line.

The target where I pasted did have carriage returns at the end of each line and was not wide so that the result, after pasting, still fit on a single line.

Not that word is the best editor for this kind of manipulation,however...

I use Vantage , almost exclusively.

It is wonderful to jump in and out of it while in another application,

It is a great editor and as long as the user recognizes that it is not a word or document processor, they will be well served.

The macro capabilities are nice, but underpowered.

FINDER BUG?

Article courtesy of Runx

To find this nasty little bug in the Finder try the following:

1) Pick any file and remember its name.
2) Create a new folder and put the file in it.
3) Give the folder the same name as the file has.
(You DID remember it did you?)

Now you have a folder with a file in it with the same name.

I was in this situation and had to move the file out of the folder.

Dropping it next to the folder won't work - you get a message 'files can not be replaced by folders and vice versa'.

Being a Lazy Mac User I didn't want to use my keyboard my other hand was busy holding a cigarette anyway so I thought I was clever and did the following:

1) Throw the folder with the file in it in the Trash.
2) Open the Trash.
3) Open the folder in it.
4) Move the file from the folder onto the disk it came from.

Oops .... See the rest for yourself.
I tried it a couple of times even from a fresh system With System 6.0 and 5.0 it just won't work.

I think the following is the cause.
When there's something in the trash having the same name as something on the disk the trashed file is deleted.

Duplicate any file throw away the original and rename the Copy of.. to the original name.
The trash gets emptied.

I think the finder doesn't like to copy a file whose parent directory got erased during the copy.

The mere thought gives an ID=02.

Maybe Apple should invent an error Alert for this situation as I only found the bug after 3 years of Mac usage.

Multifinder Problem

Q

I have a problem using Multifinder on my Mac IIcx.

I can open the apple menu and get information about finder and Multifinder, but the menu bar blinks when I select a DA, and nothing else happens.

I have 5 Meg RAM, the only INIT file is SAM interceptor. Virus Rx 1.5 shows no infection, neither does SAM. What's the problem?

A

This gets trickier as the symptoms change, but the problem remains the same.

Your menu bar is flashing because you have the volume turned down to 0 in your General cdev
When volume is set to 0, the menu bar flashes instead,so you get the infamous beep when trying to open DAs under MultiFinder-which, of course, is caused by either not enough memory to open the DA, or that the file DA Handler is not in your System folder.

HyperCard Bug?

I have written a HyperCard stack that prints card after hiding the buttons and background.

My problem is that if someone interrupts the printing with a command-period, my stack goes into la-la land.

My cancel button is hidden and someone unfamiliar with HC and/or the Mac is stuck.

Any suggestions as to how to get around this little bug?

The script is:-

```
on mouseUp
lock screen
hide cd btn 1
hide cd btn 2
hide cd picture
hide bg picture
print this card
show cd picture
show bg picture
show cd btn 1
show cd btn 2
go to card id 2858
unlock screen
end mouseUp
```

Mac Video to Video Tape

Q

I'm looking for information about getting animations off a Mac IIcx to videotape.

I don't know much about video but I've got a customer who wants video and I've got to learn quick and the quality has to be pretty good.

The animations have been built with VideoWorks II and MacroMind Director.

I've tried using the MassMicro ColorSpace II board. The image it produced wasn't that good because the flicker caused by the interlace was pretty annoying.

A

The NTSC you get from a Macintosh is never going to look very good because NTSC does not look very good.

Because of the interlace and low bandwidth of NTSC, single pixel features will either disappear or flicker.

To get reasonable results you will need to adjust what you try to display:

Do any antialiasing you can. This will help a lot.

Avoid 1-pixel wide or tall features.

Keep things rather big.

Keep things away from the edges of the screen.

Avoid black-blacks, gray them a little.

Run like hell from white-whites, dirty them some.

Avoid 100% saturated colors, calm them a bit.

In general, don't try to do things which are not possible and then blame the Macintosh for failing.

To see what is possible, look at what is on TV.

To see that this is not what you are use to looking at on your Mac screen, find a good TV and put it near your Macintosh color monitor.

Tune the TV to a network program doing the weather or something else with graphics and compare.

The TV set will look terrible by comparison, but that's as good as it gets.

You will not be able to do any better than that.

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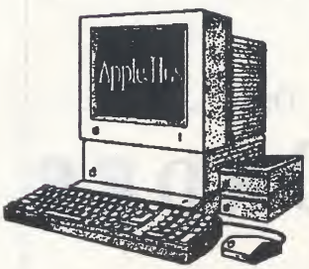

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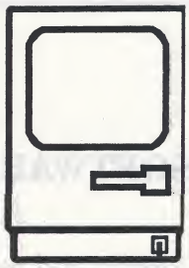

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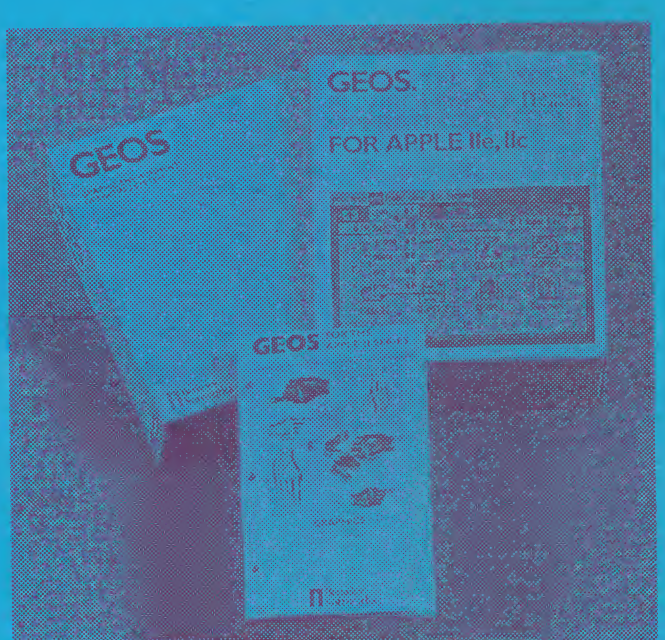
GeoCalc: A versatile worksheet program for creating spreadsheets, incorporating chart and graphing applications.

Complete specification product sheets are available for *GEOS, GEOPUBLISH, GEOFILE* and *GEOCALC.*